SW5E
SCUM & VILLAINY
STAR WARS5E
A collection of deadly and amazing Star Wars creatures
for the world's greatest roleplaying game

# SCUM AND VILLAINY

SW5E

# ART PAGE

# TOC

This overhaul was made in accordance to Wizards of the Coast's Fan Content Policy. This is unofficial content made by me, Galiphile, with some collaboration (listed below).

## CREDITS

First and foremost, I have to thank the person who got me into D&D: my buddy, Ross. That playgroup was not great, but it started my journey.

Second, I have to thank the original guinea pigs of this conversion: Drew, Eric, and Rickey. It was comically bad, but we had fun with it.

Lastly, while I would love to say that I created *everything* in this conversion, that wouldn't be *entirely* true. The following people deserve credit as well:

Shout out to the /r/sw5e mod team:
Karbacca for the *epic* cover and SW5e logo
LordAelfric for the awesome theme
Stormchaser6 for his help with the Starships book
DarkMesa for writing almost as many archetypes as I have at this point
Speedreeder for the epic new website

The rest of the Jedi Council:
Grelite for all his help with editing and creation
Tomato-andrew for his immense help with the enhanced items
Fynikz for his help overhauling and implementing new powers
Playking57 for his help with the artwork
DrakeRyzer for his work on polishing factions and ships
Toddmoonbounce for his help getting the book ready for printing
Legobis for creating a whole bunch of monsters

The following noteworthy contributors:
Charrmeleon for the *entire* Scholar class
Bioremnant for the overhaul of the Scholar class
MayB_259 for their Human species
SpiketailDrake for the Bloodstorm Approach Berserker archetype
TheGentGamer for the Warchief Approach Berserker archetype

All of the contributors who have been greatly helpful in developing and reviewing new content. You guys are invaluable.

If I missed you and you feel you deserve credit ***please*** let me know. I've been working on this for years, and I'm fallible.

And, of course:
Lucasfilm and Lucasarts, for *Star Wars* itself.

## ART ASSETS

Listed alphabetically

| | |
|---|---|
| AdmYrrek | Jason Edmiston |
| Andrew Johanson | Jhomar Soriano |
| Anna Christenson | Joel Hustak |
| Arden Beckwith | Knight of Malta |
| Art of Bartlett | Matt Difa |
| Audrey Wright | Metropolis-Hero1125 |
| AV-6R7 | Mike Nash |
| Brandon Harris | RamArtwork |
| Ben Newman | Ron-faure |
| Brian Rood | Sam Wood |
| canuckcrazed007 | Skip Skyhook |
| Chris Trevas | Smokeh |
| CloneCommanderNeyo | Solo: A Star Wars Story The Official Guide |
| Cristi Balanescu | Somarinoa |
| Dangerous Covenants | Sperasoft |
| Dark Arcanine | Star Wars Battlefront |
| Dark Dream | Star Wars Character Encyclopedia |
| Darren Tan | Star Wars Encyclopedia of Starfighters and Other Vehicles |
| Dave Seeley | Stu Cunningham |
| David Kegg | Terryl Whitlatch |
| David Nash | The New Essential Guide to Droids |
| Diogo Saito | The New Essential Guide to Vehicles and Vessels |
| echostain | Weasyl |
| Eiluvision | Whitelight369 |
| Entar0178 | William O'Connor |
| Fantasy Flight Games | |
| Gregory Vlasenko | |
| Hui Zou | |
| Jake Murray | |

# ART PAGE

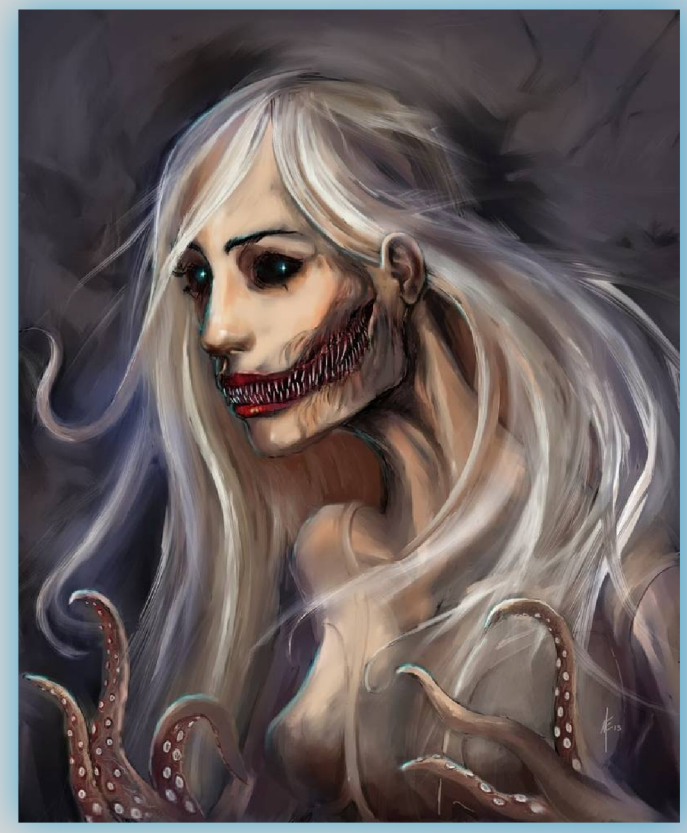
## ABELOTH

Abeloth, also known as the Bringer of Chaos and Beloved Queen of the Stars, is a being very powerful in both the dark the light sides of the Force. She first lived as the Servant, a mortal woman who served the powerful Ones on an unknown jungle planet over a hundred thousand years before the Battle of Yavin. Over the course of her life, she became the Mother: she kept the peace between the Father's warring Son and Daughter and became a loving part of the family. But she was still mortal—she grew old while her ageless family lived on—and she feared she would lose her precious family. In a desperate attempt to hold onto the life she so loved, she drank from the Font of Power and bathed in the Pool of Knowledge. Her actions corrupted her, transforming the Mother into the twisted, immortal entity known as Abeloth.

***Loneliness.*** Abeloth is antagonized by loneliness; she feels an absolute need to be loved and adored. She has fed her cravings by instilling in Force-sensitives a desire to be with her, and in turn catered to their every need and assumed the role as their mother. This need stems from her original fear of losing her family. When her family abandoned her on their planet—the very reason she committed her crimes in the first place—she was driven insane by loneliness and despair. She feeds on fear and destruction in an attempt to gain more power; her ultimate goal is to recreate her lost family. She may try to force players to drink from the Font of Power, attempting to make replacements for the Son and Daughter.

***Appearance.*** Abeloth has the ability to change her appearance at will. However, Abeloth's true form is that of a humanoid and barely-female being with deeply-sunken black eye sockets and tiny silver eyes reminiscent of tiny stars at the bottom of a deep well. She has a long cascade of straw-like, honey-blond hair that reaches to the ground and a large, full-lipped mouth that stretches from ear-to-ear and contains needle-like teeth. Her arms are stubby, protruding no more than ten centimeters from her shoulders, with hands that had long, writhing tentacles for fingers with suction cup tips. Her body is rigid and straight, and when she walks or runs, her legs ripple forward more than they swing. In addition, her body may be enshrouded in mist, giving her an ethereal aspect to her already frightening appearance.

***Powers & Abilities.*** Abeloth's strength in the Force is a dozen times that of the most powerful Force user in the galaxy. She wields exceptional telekinetic powers, being able to release waves of Force energy that cause beings in her vicinity to implode, those farther away to be ripped to pieces, and buildings to melt to the ground. She is also able to teleport herself from one place to another. Abeloth can produce a Force-flash, affecting the visuals of ships in an entire star system. Abeloth can command the native flora of her planet. She has the ability to influence the minds of Force-sensitive beings who have spent an extended period of time in the Maw, causing a psychosis which makes them believe that everyone—except for other such psychotic beings—has been replaced by impostors and instilling in them a desire to find her.



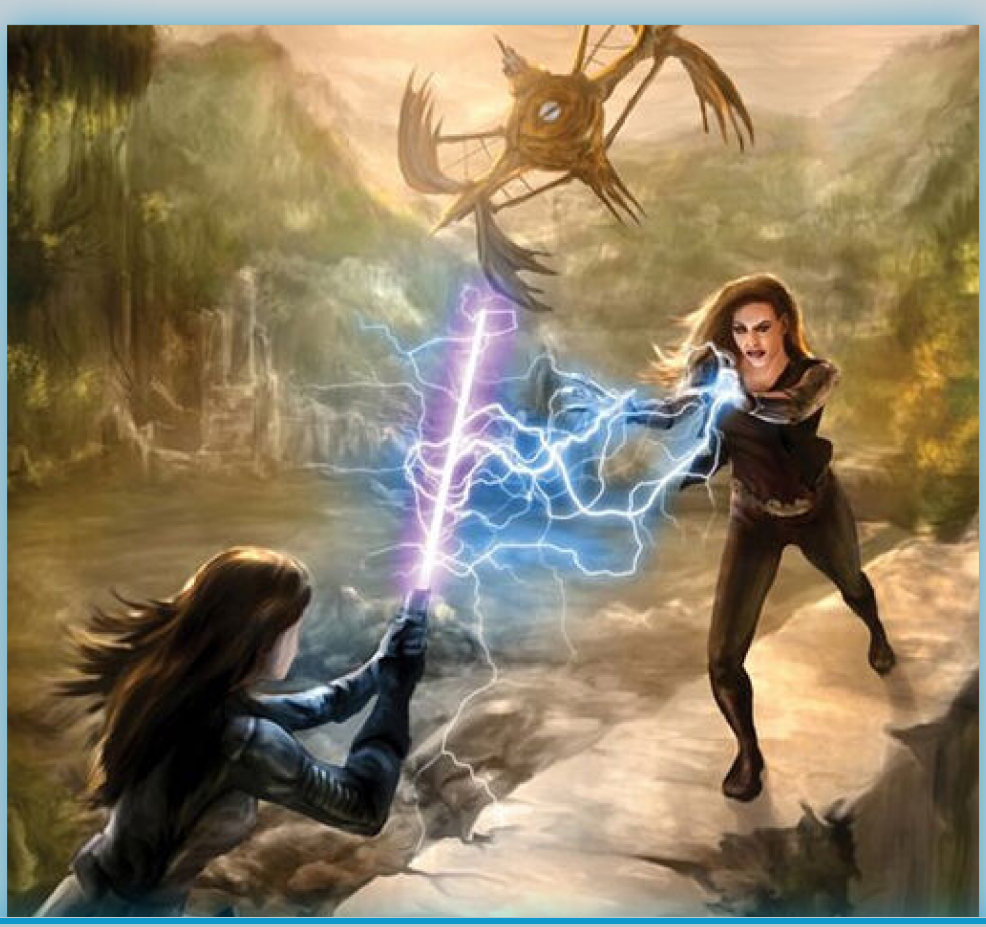
***Possession.*** Abeloth is capable of possessing or absorbing the consciousness of beings in order to further enhance her power. Abeloth is able to take on the physical appearances of beings that she has consumed, and she is also able to project images of other beings. She prefers to inhabit the bodies of Force-sensitives, as non Force-sensitives' bodies fail to last for long before deteriorating. However, her dependency on avatars may ultimately be her greatest weakness: killing a significant number of avatars in her possession appears to result in her strength weakening such that her manifestation may be defeated.

***Imprisonment.*** For thousands of years, Abeloth has been imprisoned in the Maw, which is a cluster of black holes artificially created by Centerpoint Station and maintained from within by Sinkhole Station. These stations are believed to have been created by the Celestials. Abeloth's release from the Maw may be due to a number of reasons including the destruction or compromise of Sinkhole Station, or by a Current of the Force being altered and the flow of time changing.

### DEFEAT

If enough of her avatars are defeated, Abeloth's primary manifestation, usually in and about her home planet in the Maw, may be defeated in combat. Such a Force entity cannot be "truly" killed by normal means. It is thought that, if defeated, Abeloth would return: perhaps in one hundred years or perhaps in one hundred thousand years. However, it is believed by some that the Dagger of Mortis would be capable of killing Abeloth permanently.

Additionally or alternatively, Abeloth may be contained by recreating the prison of the Maw or by some other equivalent means.



## AVATAR OF ABELOTH

*Medium undead, neautral dark side*

**Armor Class** 17 (force shield)
**Hit Points** 153 (18d6 + 90)
**Speed** 30 ft. walk

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 11 (+0) | 16 (+3) | 20 (+5) | 16 (+3) | 14 (+2) | 20 (+5) |

**Saving Throws** Con +12, Wis +9, Cha +12
**Skills** Lore +10, Perception +9, Insight +9, Deception +19, Persuasion +12
**Damage Resistances** cold, lightning, necrotic
**Damage Immunities** poison; kinetic, ion, and energy from unenhanced weapons.
**Condition Immunities** charmed, exhaustion, frightened, paralyzed, poisoned
**Senses** truesight 120 ft., passive Perception 19
**Languages** all, telepathy 120 ft.
**Challenge** 21 (33,000 XP)

***Legendary Resistance (3/Day).*** If Abeloth fails a saving throw, she can choose to succeed instead.

***Force Resistance.*** Abeloth has advantage on saving throws against Force Powers.

***Font of Power.*** When Abeloth rolls damage for a power, she can spend 1 additional force point to reroll a number of the damage dice up to her Charisma modifier (5). She must use the new rolls.

***Pool of Knowledge.*** When you cast a power that has a casting time of 1 action, you can spend 2 additional force points to change the casting time to 1 bonus action for this casting.

***Forcecasting.*** Abeloth is an 18th-level forcecaster. Her Forcecasting Ability is Charisma (force save DC 20, +12 to hit with force powers). Abeloth has 77 Force Points and knows the following powers:

- At will: *Burst, Feedback, Force Push/Pull, Give Life, Saber Reflect, Shock*
- 1st level: *Cloud Mind, Force Mask, Force Throw, Project*
- 2nd level: *Coerce Mind, Hallucination*
- 3rd level: *Force Lightning, Force Repulse, Knight Speed, Telekinetic Storm*
- 4th level: *Drain Life, Mind Trap*
- 5th level: *Dominate Mind, Greater Feedback, Siphon Life*
- 6th level: *Mass Coerce Mind, Telekinetic Burst*
- 7th level: *Force Project, Whirlwind*
- 8th level: *Death Field, Earthquake, Telekinetic Wave*
- 9th level: *Master Feedback*

### ACTIONS

***Shotosaber.*** Melee Weapon Attack: +10 to hit, reach 5 ft., one creature. Hit: 10 (2d6 + 3) energy damage.

***Teleport.*** Abeloth teleports up to 120 feet into an unoccupied space she can see.

### LEGENDARY ACTIONS

Abeloth can take 3 Legendary Actions, choosing from the options below. One legendary action can be used at a time, and only at the end of another's turn. Spent legendary Actions are regained at the start of each turn.

***At Will Power.*** Abeloth casts an at will power.

***Attack.*** Abeloth attacks once with Shotosaber.

***Teleport.*** Abeloth uses her teleport action.

## ABELOTH'S LAIR

Abeloth's home planet is located in the Maw. Abeloth holds complete control over the planet's flora and fauna. The planet is notable for having numerous physical locations that corresponded to metaphysical locations in the realm known as beyond shadows. The planet was inhabited by the Ones until the Son and Daughter imprisoned Abeloth on the world.

### LAIR ACTIONS

On initiative count 20 (losing initiative ties), Abeloth can take a lair action to cause one of the following effects; she can't use the same effect two rounds in a row:

- Abeloth creates an illusory duplicate of herself, which appears in any square within 1 mile of Abeloth. On her turn, Abeloth can move the illusory duplicate a distance equal to her walking speed (no action required). The first time a creature interacts physically with the duplicate, the duplicate disappears.
- Abeloth causes up to 2 beasts within the lair to become dominated. They obey her telepathic commands, which reach the entire lair.
- Up to four plant creatures within the lair can use their reactions to move up to their speed and make one weapon attack.

### REGIONAL EFFECTS

The region around Abeloth's lair is warped by her will, creating the following effect:

- If a humanoid spends at least 1 hour within 1 mile of the Lair, that creature must succeed on a DC 23 Wisdom saving throw or descend into madness: "Everyone—except for other such psychotic beings—has been replaced by imposters. I must find Abeloth." A creature that succeeds on this saving throw can't be effected by this regional effect again for 24 hours. This madness lasts until cured or until Abeloth is defeated.

If Abeloth is defeated, these effects fade over the course of 1d10 days.

## MANIFESTATION OF ABELOTH

*Medium undead, neautral dark side*

**Armor Class** 22
**Hit Points** 406 (28d12 + 224)
**Speed** 30 ft. walk

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 29 (+9) | 21 (+5) | 26 (+8) | 20 (+5) | 17 (+3) | 25 (+7) |

**Saving Throws** Dex +13, Con +16, Wis +11, Cha +15
**Skills** Deception +15, Insight+11, Perception +19
**Damage Resistances** cold, fire, lightning
**Damage Immunities** poison; kinetic, ion and energy from unenhanced weapons.
**Condition Immunities** charmed, exhaustion, frightened, poisoned
**Senses** truesight 120 ft., passive Perception 29
**Languages** all, telepathy 120 ft.
**Challenge** 26 (90,000 XP)

***Innate Forcecasting.*** Abeloth's forceasting ability is Charisma (force save DC 23). Abeloth can innately cast the following powers:

At will: *coerce mind, sense force*

3/day each: *fear, force suppression, telekinesis*

1/day each: *telekinetic wave, force lightning cone*

***Legendary Resistance (3/day).*** If Abeloth fails a saving throw, she can choose to succeed instead.

***Force Resistance.*** Abeloth has advantage on saving throws against force powers and effects.

***Enhanced Being.*** Abeloth's weapon attacks are enhanced.

***One with the Force.*** Abeloth has advantage on saving throws against being blinded, deafened, stunned, or knocked unconscious.

### ACTIONS

***Multiattack.*** Abeloth makes two tentacle attacks.

***Tentacles.*** *Melee Weapon Attack:* +17 to hit, reach 5 ft., one target. *Hit:* 28 (3d12+9) kinetic damage. If the target is a creature, it must succeed on a DC 23 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. If the target's hit point maximum is reduced to 0, they die and their essence is absorbed into Abeloth.

***Will.*** Abeloth turns her will upon one creature she can see within 120 feet. That target must make a DC 23 Wisdome saving throw. Unless the target is incapacitated, it can avert it's attention to automatically succeed on the save. If the target does so, it can't see Abeloth until the start of its next turn. If the target again focuses on Abeloth in the meantime, it must immediately make the save.

If the target fails the save, the target suffers one of the following effects of Abeloth's choice or at random:

**1. Beguiling Will.** The target is stunned until the start of Abeloth's next turn.

**2. Hypnotic Will.** The target is charmed by Abeloth until the start of Abeloth's next turn. Abeloth chooses how the charmed target uses its actions, reactions, and movement. Because this effect requires Abeloth's strong effort, she can't use her Maddening Will legendary action until the start of her next turn.

**3. Insane Will.** The target suffers the effect of the *confusion* power without making a saving throw. The effect lasts until the start of Abeloth's next turn. Abeloth doesn't need to concentrate on the power.

### LEGENDARY ACTIONS

Abeloth can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Abeloth regains spent legendary actions at the start of her turn.

***Draining Lightning.*** *Ranged Power Attack:* +17 to hit, range 15 ft., one target. *Hit:* 20 (2d10+9) lightning damage plus 11 (2d10) necrotic damage.

***Maddening Will.*** Abeloth uses her Will action, and must choose either the Beguiling Will or the Insane Will effect.

# ACKLAY

The acklay is a non-sentient mix of crustacean and reptile with amphibious traits that allow it to inhabit the water and land of its homeworld of Vendaxa. The gigantic creature is protected by a hard, shell-like carapace of bony nodules. They walk on six hardened, skin-covered claws, and have grappling hands. Its mouth is filled with razor-sharp teeth, and uses an organ beneath its chin to sense the electricical field given off by its prey, which it then spears with its pointed legs. The species has stretchy stomachs and three eyes.

## ACKLAY, ADOLESCENT

*Huge beast, unaligned*

**Armor Class** 13 (natural armor)
**Hit Points** 95 (10d12 + 30)
**Speed** 40 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 22 (+6) | 9 (0) | 17 (+3) | 3 (-4) | 11 (+0) | 5 (-3) |

**Senses** passive perception 10
**Languages** —
**Challenge** 5 (1,800 XP)

***Trampling Charge.*** If the acklay moves at least 20 feet straight toward a creature and then hits it with a bite attack on the same turn, that target must succeed on a DC 16 Strength saving throw or be knocked prone. If the target is prone, the acklay can make one claw attack against it as a bonus action.

### ACTIONS

***Bite.*** Melee Weapon Attack: +9 to hit, reach 10 ft., one target. Hit: 24 (4d8 + 6) kinetic damage.

***Claw.*** Melee Weapon Attack: +9 to hit, reach 10 ft., one target. Hit: 21 (3d10 + 6) kinetic damage.

## ACKLAY, ADULT

*Huge beast, unaligned*

**Armor Class** 14 (natural armor)
**Hit Points** 149 (13d12 + 65)
**Speed** 40 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 25 (+7) | 10 (0) | 20 (+5) | 3 (-4) | 11 (+0) | 5 (-3) |

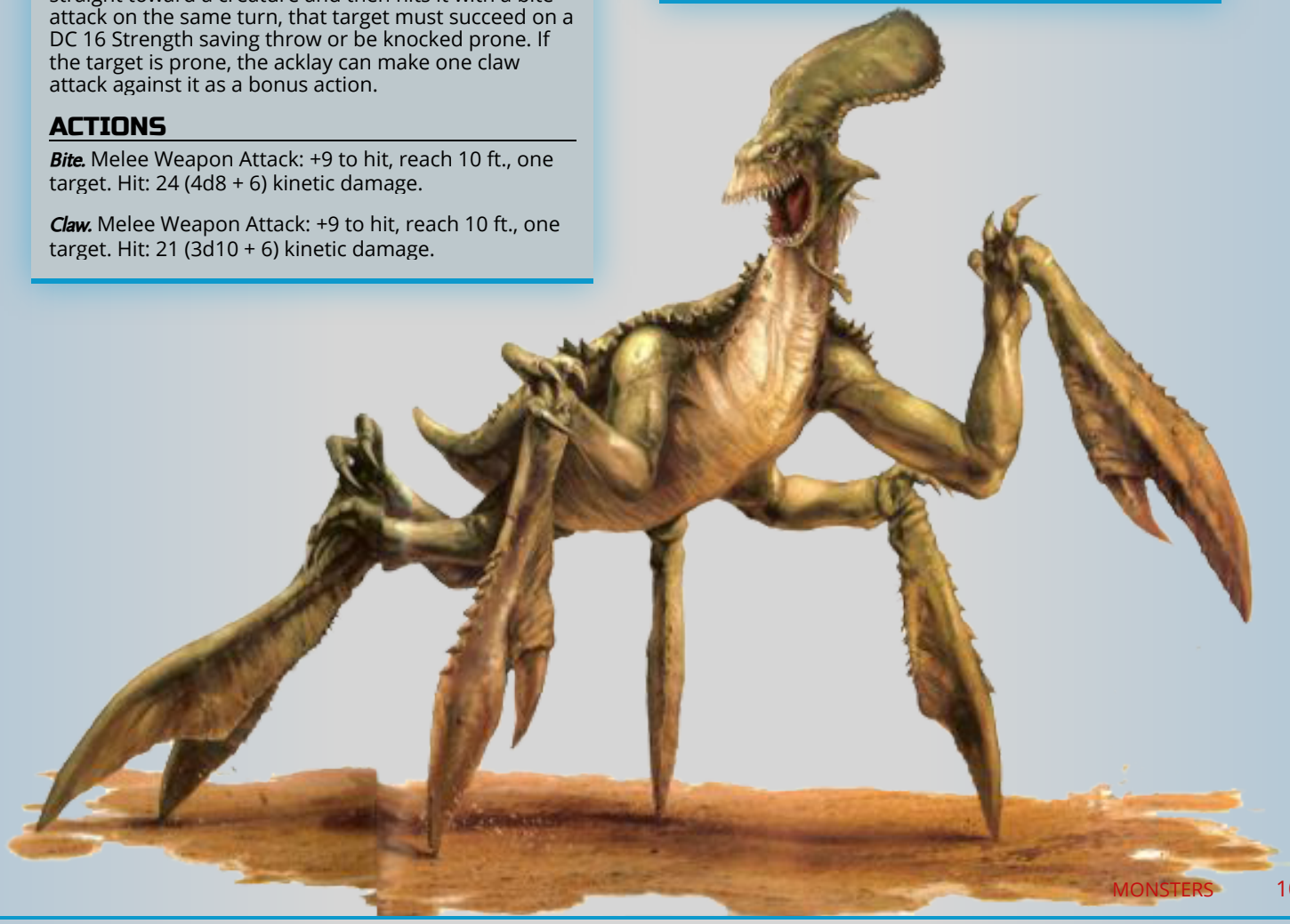
**Senses** passive perception 10
**Languages** —
**Challenge** 8 (3,900 XP)

***Trampling Charge.*** If the acklay moves at least 20 feet straight toward a creature and then hits it with a bite attack on the same turn, that target must succeed on a DC 19 Strength saving throw or be knocked prone. If the target is prone, the acklay can make one claw attack against it as a bonus action.

### ACTIONS

***Bite.*** Melee Weapon Attack: +11 to hit, reach 10 ft., one target. Hit: 25 (4d8 + 7) kinetic damage.

***Claw.*** Melee Weapon Attack: +11 to hit, reach 10 ft., one target. Hit: 29 (4d10 + 7) kinetic damage.



## AIWHA

Massive, winged cetaceans, the aiwha were native to both the oceans and skies of the planet Kamino, capable of both swimming and flying using their wingtips to propel them through either substance. Their long, beak-like mouths featured a baleen used for filtering krill from seawater. The non-sentient species, one of a wide variety of aquatic life on Kamino, was also known as the "air whale", and were a peaceful and majestic species. Aiwha gave out bleating cries when dying.

*History.* When the climate of Kamino changed drastically, leading to planet-wide flooding when the ice caps melted, the native Kaminoans adapted both themselves and some of their fellow creatures to their new environment. The aiwhas were among those who were adapted using the Kaminoans' advanced cloning technologies, and became biological curiosities used as mounts to traverse Kamino's endless ocean. The Kaminoans used aiwhas as mounts, although aiwha-riders traveled beneath the waters during the lashing tempests of the severe electrical storms which raged for much of the planet's year.

### AIWHA

*Huge beast, unaligned*

**Armor Class** 12
**Hit Points** 82 (11d12 + 11)
**Speed** 10 ft., fly 80 ft., swim 60 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 19 (+4) | 14 (+2) | 13 (+1) | 3 (-4) | 12 (+1) | 5 (-3) |

**Skills** Perception +3
**Senses** blindsight 120 ft., passive Perception 13
**Languages** —
**Challenge** 3 (700 XP)

***Dive Attack.*** If the aiwha is flying and dives at least 30 ft. straight toward a target and then hits it with a bite attack, the attack deals an extra 10 (3d6) damage to the target.

***Echolocation.*** The aiwha can't use its blindsight while deafened.

***Hold Breath.*** The aiwha can hold its breath for 30 minutes

#### ACTIONS

***Bite.*** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 14 (3d6 + 4) kinetic damage.

## ANOOBA

Anoobas were aggressive pack predators native to Tatooine. Opportunistic hunters as well as scavengers, these wolflike canines would attack virtually anything smaller than themselves (such as scurriers) and would band together in packs to bring down rontos, eopies, and similar creatures.

Strong, horny beaks on their jaws assisted in the breaking of thick skeletons, while long, tufted tails helped to counterbalance the body and dissipate heat. Anoobas could vary in weight from 20 to 45 kilograms —males being larger than females—and often banded into packs of ten to twelve. These units were dominated by an alpha male and alpha female, and it was not uncommon to see entire packs waiting alongside podrace courses for an easy meal.

Like the winged urusai, accounts tell of anoobas being so engorged on meals that they are unable to move. This may be due in part to the fact that anooba mothers fed their young, born three to four at a time, through regurgitation.

***Domestication.*** Anoobas were also known to be, like the massiff, domesticated by Tatooine's Tusken Raiders as pets and guard animals.

***Off-World.*** Packs of escaped, adaptable anoobas imported from Tatooine roamed Coruscant alleys looking for prey. As a result, nocturnal foot traffic in certain areas was highly risky. Anoobas on Coruscant were known to howl at the planet's moons. Anoobas were sometimes caught in packs and used as gladiatorial fighting animals, for which they were given a shock collar to control their behavior.

### ANOOBA

*Medium beast, unaligned*

**Armor Class** 14 (natural armor)
**Hit Points** 36 (5d10+9)
**Speed** 50 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 16 (+3) | 15 (+2) | 15 (+2) | 3(-4) | 12 (+1) | 7 (-2) |

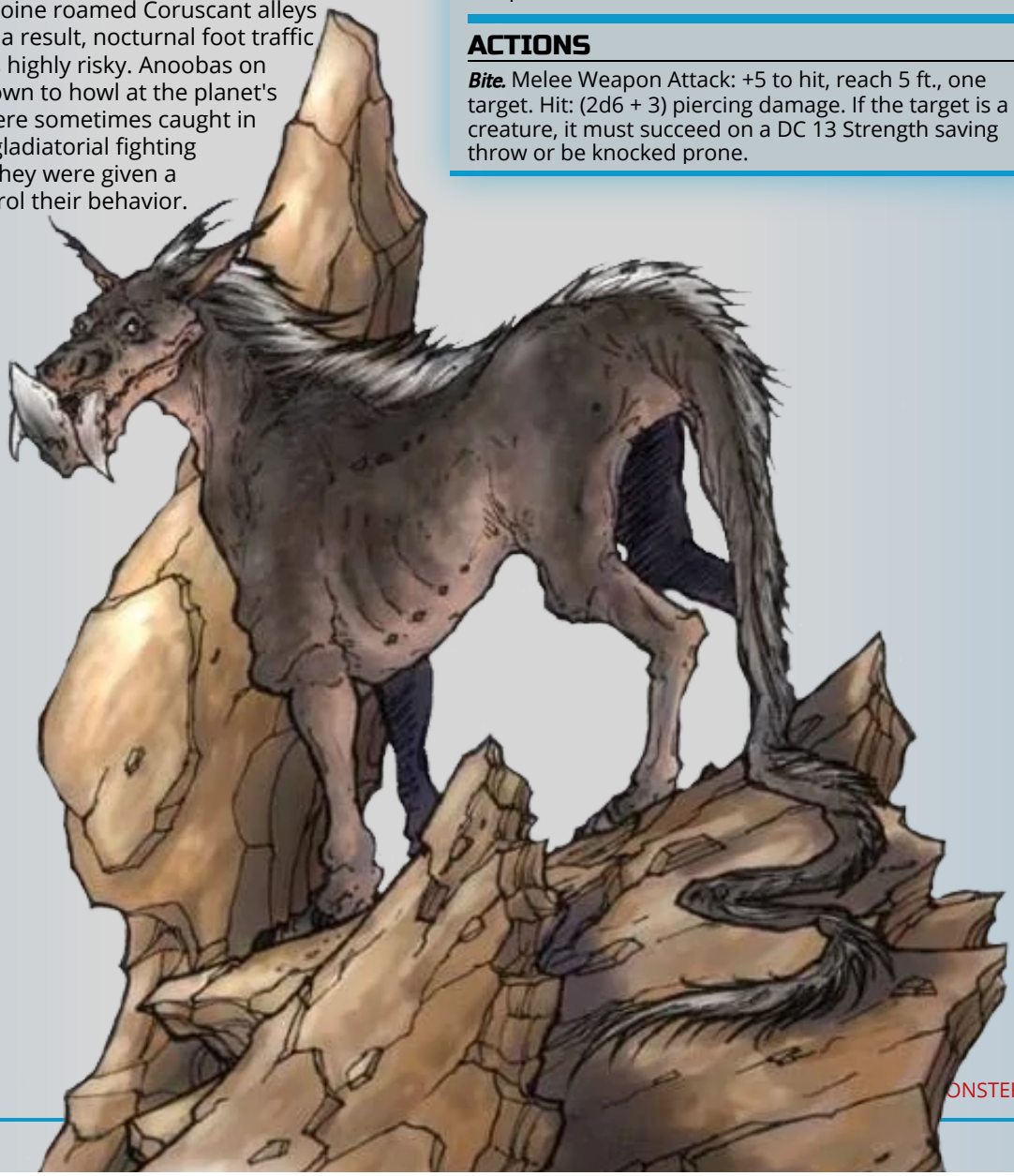
**Skill** Perception +3, Stealth +4
**Senses** passive perception 13
**Challenge** 1 (100 XP)

***Keen Hearing and Smell.*** The anooba has advantage on Wisdom (Perception) checks that rely on hearing or smell.

***Pack Tactics.*** The anooba has advantage on an attack roll against a creature if at least one of the anooba allies is within 5 ft. of the creature and the ally isn't incapacitated.

#### ACTIONS

***Bite.*** Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: (2d6 + 3) piercing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.



# ASSASSIN DROIDS

Assassin droids are a type of droid built specifically for the purpose of assassination. These droids generally perform with unflinching loyalty to their masters, but rogue assassin droids are not unknown. Since their missions generally require a far higher degree of independent skill, savvy, and judgment than normally possessed by simple war droids, their programming subroutines, circuitry, and memory cores are of correspondingly higher sophistication.

Equipped with an array of weapons, assassin droids are also used as elite infantry when the need for skillful and quickly adaptable soldiers with unquestionable loyalty arises.

An inordinate number of assassin droids have achieved sentient independence, including IG-88 and C-3PX, presumably due to the higher level of autonomy incorporated into their processor design. These droids typically fund their independent existences through the use of their innate abilities, often plying their trade as bounty hunters.

## BLASTROMECH ASSASSIN DROID

A homicidal assassin droid created by the Galactic Empire's Tarkin Initiative, the BT-1 model is designed to look like an astromech droid in order to fool others. The droid is armed with a variety of weapons including several blaster cannons, flamethrowers, and rockets. The BT-1 model is also equipped with rocket boosters.

## BT-1 ASSASSIN DROID

*Small droid, unaligned*

**Armor Class** 17 (armor plating)
**Hit Points** 90 (12d8+36)
**Speed** 25 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 8 (-1) | 15 (+2) | 17 (+3) | 18 (+4) | 13 (+1) | 8 (-1) |

**Skills** Stealth +6, Perception +5, Survival +5, Intimidation +3
**Damage vulnerabilities** ion
**Damage Resistances** necrotic, poison, psychic
**Condition Immunities** poison, disease
**Senses** darkvision 60 ft., passive Perception 15
**Languages** Binary, Galactic Basic
**Challenge** 9 (5,000 XP)

***Circuitry.*** The droid has disadvantage on saving throws against effects that would deal ion or lightning damage.

***Legendary Resistance (3/Day).*** If the assassin droid fails a saving throw, it can choose to succeed instead.

### ACTIONS

***Multiattack.*** The assassin droid makes three Blaster Cannon attacks.

***Blaster Cannon.*** Each creature in a 10 foot cube centered on a point the droid can see within 100 ft. must make a DC 16 Dexterity saving throw. A creature takes 9 (1d10+4) energy damage on a failed save.

***Flamethrower (2/day).*** Each creature in a 30-foot cone must make a DC 16 Dexterity saving throw. A creature takes 36 (8d8) fire damage on a failed save, or half as much on a successful one. The fire ignites any flammable objects in the area that aren't being worn or carried.

***Rocket Barrage (2/Day).*** Each creature in a 20-foot-radius sphere centered on a point that you can see within 150 feet must make a DC 16 Dexterity saving throw. A target takes 14 (4d6) kinetic damage and 14 (4d6) fire damage on a failed save, or half as much damage on a successful one.

### LEGENDARY ACTIONS

The BT-1 Assassin Droid can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The assassin droid regains spent legendary actions at the start of its turn.

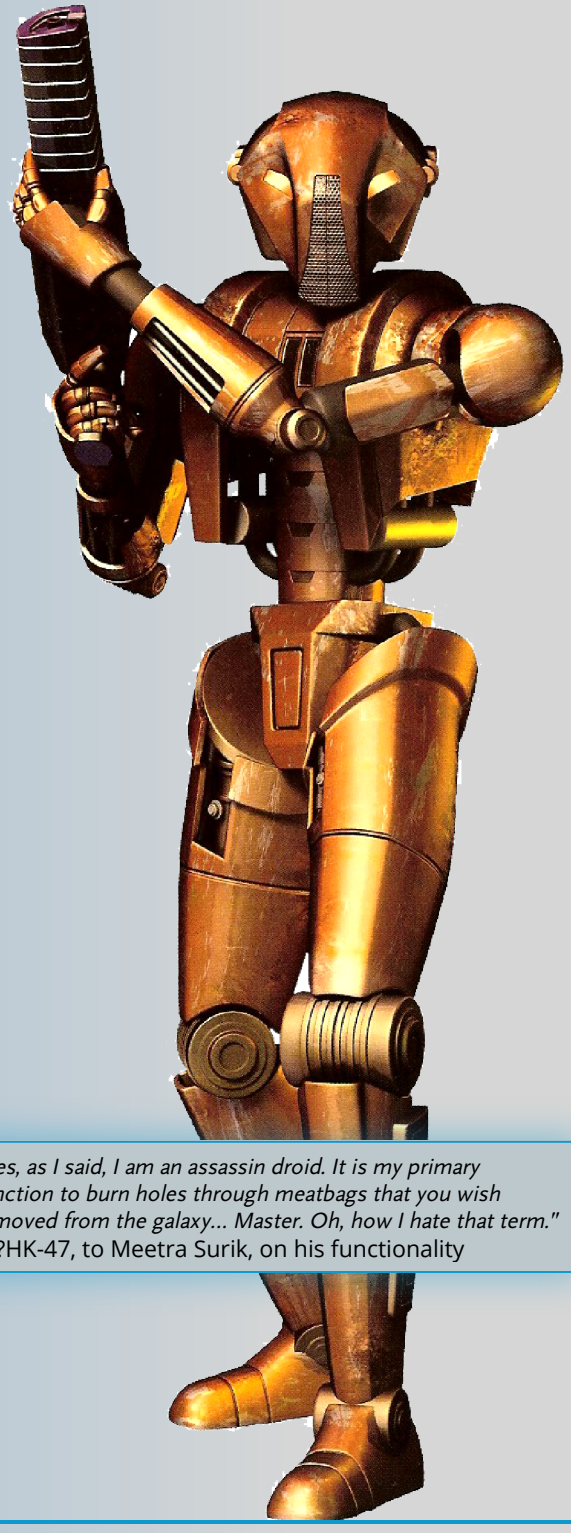
***Attack.*** The assassin droid makes one Blaster Cannon attack.

***Detect.*** The assassin droid makes a Wisdom (Perception) check.

***Rocket Boost.*** The assassin droid leaps up to 40 feet in any direction. This movement does not provoke opportunity attacks.

## HK SERIES ASSASSIN DROID

The HK series assassin droid, also known as the HK series protocol droid, is a combination of an assassin droid and protocol droid. The series designation stands for "Hunter Killer," befitting their primary functions as assassins. They are manufactured by Czerka Corporation. Their ability to perform the functions of a protocol droid became a major reason for their unmatched lethality, as they could and would often act as normal (if quite sinister looking) protocol droids, thus concealing their true function and allowing them to get closer to intended targets. HK series assassin droids are equipped with an integrated emergency shield and jet pack.



*"Yes, as I said, I am an assassin droid. It is my primary function to burn holes through meatbags that you wish removed from the galaxy... Master. Oh, how I hate that term."*
?HK-47, to Meetra Surik, on his functionality

## HK-47 ASSASSIN DROID

*Medium droid, unaligned*

**Armor Class** 18 (armor plating)
**Hit Points** 75 (10d8+30)
**Speed** 40 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 14 (+2) | 20 (+5) | 17 (+3) | 15 (+2) | 16 (+3) | 15 (+2) |

**Skills** Athletics +6, Acrobatics +9, Insight +7, Perception +7, Survival +7
**Damage vulnerabilities** ion
**Damage Resistances** necrotic, poison, psychic
**Condition Immunities** poison, disease
**Senses** darkvision 60 ft., passive Perception 17
**Languages** Binary, Galactic Basic
**Challenge** 8 (3,900 XP)

***Circuitry.*** The droid has disadvantage on saving throws against effects that would deal ion or lightning damage.

***Droid Synergy.*** Once per turn, the assassin droid can deal an extra 14 (4d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the assassin droid that isn't incapacitated.

***Legendary Resistance (3/Day).*** If the assassin droid fails a saving throw, it can choose to succeed instead.

### ACTIONS

***Multiattack.*** The assassin droid makes three weapon attacks.

***Blaster Rifle.*** *Ranged Weapon Attack:* +9 to hit, range 100/400 ft., one target. *Hit:* 9 (1d8+5) energy damage.

***Stock Strike.*** *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 4 (1d4+2) kinetic damage.

### REACTIONS

***Reactive Shield (1/day).*** Until the start of its next turn, the assassin droid has a +5 bonus to AC. This includes the triggering attack.

### LEGENDARY ACTIONS

The HK-47 Assassin Droid can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The assassin droid regains spent legendary actions at the start of its turn.

***Attack.*** The assassin droid makes one weapon attack.

***Detect.*** The assassin droid makes a Wisdom (Perception) check.

***Rocket Boost.*** The assassin droid leaps up to 40 feet in any direction. This movement does not provoke opportunity attacks.

## IG SERIES ASSASSIN DROIDS

The IG series is a series of droids manufactured by Holowan Laboratories. They are often used as both bodyguards and assassins.

## IG-86 ASSASSIN DROID

*Medium droid, unaligned*

**Armor Class** 16 (armor plating)
**Hit Points** 58 (9d8+18)
**Speed** 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 14 (+2) | 17 (+3) | 15 (+2) | 14 (+2) | 13 (+1) | 7 (-1) |

**Skills** Perception +3, Stealth +5, Survival +3
**Damage vulnerabilities** ion
**Damage Resistances** necrotic, poison, psychic
**Condition Immunities** poison, disease
**Senses** darkvision 60 ft., passive Perception 13
**Languages** Binary, Galactic Basic
**Challenge** 3 (700 XP)

***Circuitry.*** The droid has disadvantage on saving throws against effects that would deal ion or lightning damage.

***Sneak Attack (1/Turn).*** The assassin droid deals an extra 7 (2d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the assassin droid that isn't incapacitated and the assassin doesn't have disadvantage on the roll.

### ACTIONS

***Sniper Rifle.*** *Ranged Weapon Attack:* +5 to hit, range 150/600 ft., one target. *Hit:* 9 (1d12+3) energy damage.

***Stock Strike.*** *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 4 (1d4+2) kinetic damage.

## IG-88 ASSASSIN DROID

*Medium droid, unaligned*

**Armor Class** 17 (armor plating)
**Hit Points** 112 (15d8+45)
**Speed** 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 14 (+2) | 19 (+4) | 16 (+3) | 14 (+2) | 15 (+2) | 7 (-1) |

**Saving Throws** Dex +9, Int +7, Wis +7
**Skills** Insight +7, Perception +7, Stealth +9, Survival +7
**Damage vulnerabilities** ion
**Damage Resistances** necrotic, poison, psychic
**Condition Immunities** poison, disease
**Senses** darkvision 60 ft., passive Perception 17
**Languages** Binary, Galactic Basic
**Challenge** 10 (5,900 XP)

***Circuitry.*** The droid has disadvantage on saving throws against effects that would deal ion or lightning damage.

***Legendary Resistance (3/Day).*** If IG-88 fails a saving throw, it can choose to succeed instead.

***Sneak Attack (1/Turn).*** IG-88 deals an extra 28 (8d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of IG-88 that isn't incapacitated and IG-88 doesn't have disadvantage on the roll.

### ACTIONS

***Multiattack.*** IG-88 makes three weapon attacks.

***Sniper Rifle.*** *Ranged Weapon Attack:* +9 to hit, range 150/600 ft., one target. *Hit:* 10 (1d12+4) energy damage.

***Stock Strike.*** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 4 (1d4+2) kinetic damage.

### LEGENDARY ACTIONS

IG-88 can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The assassin droid regains spent legendary actions at the start of its turn.

***Attack.*** IG-88 makes one weapon attack.

***Detect.*** IG-88 makes a Wisdom (Perception) check.

## ASTROMECH DROIDS

An astromech droid, also referred to as an astro droid or mech, was a type of repair droid that served as an automated mechanic on starships. These compact droids used tool-tipped appendages stored in recessed compartments. Many starfighters relied on astromech copilots to control flight and power distribution systems. Sitting in an astromech socket exposed to space, the droid, in addition to its piloting duties, could calculate hyperspace jumps and perform simple repairs.

Most astromechs were only able to communicate in writing, conveyed via another computer system, or through a special code of clicks, bleeps, and similar sounds, known as binary. However, certain other droids, such as C-3PO, could understand the binary code of astromechs, and often translated from binary to other languages.

### BB-SERIES ASTROMECH

The BB-series astromech droid was a model of astromech droid manufactured by Industrial Automaton and active during the era of the cold war, featuring a spherical body that allowed the droid to roll in any direction, with a head usually atop the body but not meant to be permanently physically attached to it (which would inhibit the droid's ability to roll around). Like earlier astromechs, the BB unit could fit into the droid socket of a starfighter.

## BB SERIES ASTROMECH DROID

*Small droid, unaligned*

**Armor Class** 13 (armor plating)
**Hit Points** 14 (4d6)
**Speed** 25 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 5 (-3) | 14 (+2) | 11 (+0) | 17 (+3) | 12 (+1) | 9 (-1) |

**Skills** Perception +3, Technology +5, Piloting +5
**Damage vulnerabilities** ion
**Damage Resistances** necrotic, poison, psychic
**Condition Immunities** poison, disease
**Senses** Darkvision 30 Ft., passive Perception 13
**Languages** Speaks binary, understands Basic
**Challenge** 1/8 (25 XP)

***Circuitry.*** The droid has disadvantage on saving throws against effects that deal ion or lightning damage.

***Keen Hearing and Sight.*** The astromech droid has advantage on Wisdom (Perception) checks that rely on hearing or sight.

***Tech Casting.*** The astromech is a 3rd level tech caster (tech save DC 13, +5 to hit with power attacks, 15 tech points). The astromech knows the following powers.

At Will: *jet of flame, mending, minor hologram, on/off*
1st Level: *decryption program, expeditious retreat, hologram, repair droid, target lock*
2nd Level: *translocate, motivator boost*

### ACTIONS

***Shockprod.*** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. Hit: 3 (1d4+1) lightning damage.

## C1 SERIES ASTROMECH

The C1 series astromech droid, was a model of C-series astromech droid manufactured by Industrial Automaton. They were used during the Clone Warsand the reign of the Galactic Empire, though by then they were considered antiques and had passed their manufacturer's expiry date a few decades prior. They had three mechanical arms to manipulate objects with, and featured an electrical arc welder.

### C1 SERIES ASTROMECH DROID

*Small droid, unaligned*

**Armor Class** 12 (armor plating)
**Hit Points** 7 (2d6)
**Speed** 25 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 6 (-2) | 13 (+1) | 11 (+0) | 16 (+3) | 12 (+1) | 5 (-3) |

**Skills** Perception +3, Technology +5, Piloting +5
**Damage vulnerabilities** ion
**Damage Resistances** necrotic, poison, psychic
**Condition Immunities** poison, disease
**Senses** Darkvision 60 Ft., passive Perception 13
**Languages** Speaks binary, understands Basic
**Challenge** 1/8 (25 XP)

***Circuitry.*** The droid has disadvantage on saving throws against effects that would deal ion or lightning damage.

***Keen Hearing and Sight.*** The astromech droid has advantage on Wisdom (Perception) checks that rely on hearing or sight.

***Rocket Boost (1/day).*** The astromech droid leaps up to 40 feet in any direction.

#### ACTIONS

***Shockprod.*** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. Hit: 3 (1d4+1) lightning damage.

## R2 SERIES ASTROMECH DROID

The R2 series is one of the most popular models of astromechs. Created by a company called Industrial Automaton, the R2 unit's excellent design, high quality marketing, and lucky timing made this the standard by which other astromech droids are measured.

### R2 SERIES ASTROMECH DROID

*Small droid, unaligned*

**Armor Class** 12 (armor plating)
**Hit Points** 13 (3d6 + 3)
**Speed** 25 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 6 (-2) | 13 (+1) | 12 (+1) | 17 (+3) | 12 (+1) | 7 (-2) |

**Skills** Perception +3, Technology +5, Piloting +5
**Damage vulnerabilities** ion
**Damage Resistances** necrotic, poison, psychic
**Condition Immunities** poison, disease
**Senses** Darkvision 60 Ft., passive Perception 13
**Languages** Speaks binary, understands Basic
**Challenge** 1/8 (25 XP)

***Circuitry.*** The droid has disadvantage on saving throws against effects that deal ion or lightning damage.

***Keen Hearing and Sight.*** The astromech droid has advantage on Wisdom (Perception) checks that rely on hearing or sight.

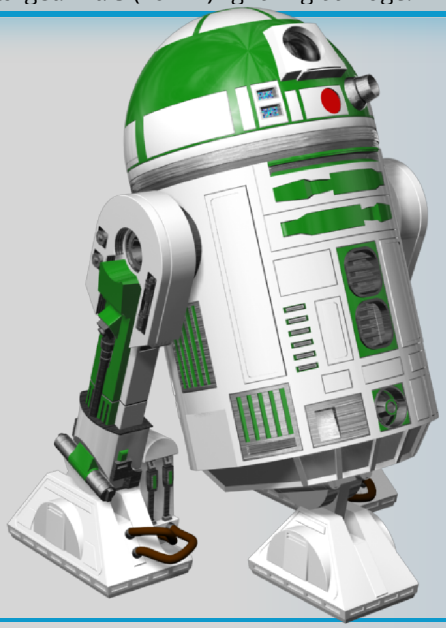
***Rocket Boost (1/day).*** The astromech droid leaps up to 40 feet in any direction.

***Tech Casting.*** The astromech is a 3rd level tech caster (tech save DC 13, +5 to hit with power attacks, 15 tech points). The astromech knows the following powers.

At Will: *light, mending, minor hologram, on/off*
1st Level: *decryption program, oil slick, repair droid, smoke cloud, target lock*
2nd Level: *lock, release*

#### ACTIONS

***Shockprod.*** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. Hit: 3 (1d4+1) lightning damage.



## AWAKENED PLANTS

Awakened plants are ordinary plants given sentience and mobility through the power of the Force or technology.

### AWAKENED SHRUB

*Small Plant, unaligned*

**Armor Class** 9
**Hit Points** 10 (3d6)
**Speed** 20 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 3 (-4) | 8 (-1) | 11 (+0) | 10 (+0) | 10 (+0) | 6 (-2) |

**Damage Vulnerabilities** fire
**Damage Resistances** kinetic
**Condition Immunities** blinded, charmed, deafened, prone
**Senses** Tremorsense 120 ft. (blind beyond this radius), passive Perception 10
**Challenge** 0 (10 XP)

***False Appearance*** While the tree remains motionless, it is indistinguishable from a normal tree.

#### ACTIONS

***Rake.*** *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. *Hit:* 1 (1d4 - 1) kinetic damage.

### AWAKENED TREE

*Large Plant, unaligned*

**Armor Class** 13 (natural armor)
**Hit Points** 73 (7d10 + 28)
**Speed** 20 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 21 (+5) | 6 (-2) | 18 (+4) | 10 (+0) | 10 (+0) | 7 (-2) |

**Damage Vulnerabilities** fire
**Damage Resistances** kinetic
**Condition Immunities** blinded, charmed, deafened, prone
**Senses** Tremorsense 120 ft. (blind beyond this radius), passive Perception 10
**Challenge** 2 (450 XP)

***False Appearance*** While the tree remains motionless, it is indistinguishable from a normal tree.

#### ACTIONS

***Slam.*** *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 23 (4d8 + 5) kinetic damage.

## AWAKENED CARNIVOROUS PLANT

*Small Plant, unaligned*

**Armor Class** 8
**Hit Points** 24 (4d6 + 12)
**Speed** 10 ft., climb 10 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 12 (+1) | 11 (+0) | 16 (+3) | 10 (+0) | 10 (+0) | 2 (-4) |

**Damage Vulnerabilities** fire
**Damage Resistances** acid
**Condition Immunities** blinded, charmed, deafened, prone
**Senses** Blindsight 60 ft. (blind beyond this radius), passive Perception 10
**Challenge** 1 (100 XP)

***Corrode Metal*** Any unenhanced weapon made of metal that hits the plant corrodes. After dealing damage, the weapon takes a permanent and cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed. The plant can eat through 2-inch-thick, unenhanced metal in 1 round.

***False Appearance*** While the plant remains motionless, it is indistinguishable from a normal plant.

### ACTIONS

***Bite.*** *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) kinetic damage plus 7 (2d6) acid damage.

## AWAKENED VINES

*Large Plant, unaligned*

**Armor Class** 12
**Hit Points** 84 (12d10 + 24)
**Speed** 20 ft., climb 15 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 18 (+4) | 14 (+2) | 12 (+1) | 10 (+0) | 7 (-2) | 4 (-3) |

**Damage Vulnerabilities** fire
**Condition Immunities** blinded, charmed, deafened, prone
**Senses** Blindsight 60 ft. (blind beyond this radius), passive Perception 8
**Challenge** 2 (450 XP)

***Constrict*** Creatures grappled by the vines take 4 (1d8) kinetic damage at the start of every round.

***False Appearance*** While the vines remains motionless, they are indistinguishable from normal vines.

### ACTIONS

***Vines.*** *Melee Weapon Attack:* +6 to hit, reach 15 ft., one target. *Hit:* 22 (4d8 + 4) kinetic damage, and the target is Grappled (escape DC 14). Until this grapple ends, the creature is restrained, and the vines can't constrict another target.

# BANTHA

Banthas are a species of large, hairy mammals with sharp, spiraling horns. They inhabit the desert planet Tatooine, though they are bred on many worlds throughout the galaxy. They are social herd animals, and are often domesticated, and used prominently, by Tusken Raiders as mounts and companionship. Although the Tusken Raiders never kill Banthas for their food or hide, they are utilized by many other species for products such as Bantha steak, butter and clothes or furniture.

***Biology and Appearance.*** Banthas are quadrupedal mammals that average in height 2 to 2.5 meters. An adult's average weight is 4,000 kilograms, and they have extensive shaggy fur, which is brown or black in color. Both females and males of the species have a pair of spiraling horns that extrude from their skull and grow at a knob a year. Banthas possess a wide mouth, bright, inquisitive eyes, and a large tail which drags on the ground as they walk. They have wide, flat feet with four digits.

***Pop Culture.*** "Bantha fodder" (or "Bantha poodoo" in Huttese) is a phrase used as the equivalent of "worthless"; a person or thing deemed to have no value beyond something for a bantha to graze on, because of bantha food's unpleasant smell. "Not give two bantha ticks (about something) meant to not care in the slightest (about something or someone), "Son of a bantha" was an insult, and "A wild bantha chase" meant a futile errand.

## BANTHA, ADOLESCENT

*Huge beast, unaligned*

**Armor Class** 12 (natural armor)
**Hit Points** 76 (8d10 + 32)
**Speed** 40 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 22 (+6) | 9 (-1) | 17 (+3) | 3 (-4) | 11 (0) | 6 (-2) |

**Senses** passive Perception 10
**Languages** —
**Challenge** 4 (1,100 XP)

***Trampling Charge.*** If the bantha moves at least 20 feet straight toward a creature and then hits it with a gore attack on the same turn, that target must succeed on a DC 14 Strength saving throw or be knocked prone. If the target is prone, the bantha can make one stomp attack against it as a bonus action.

### ACTIONS

***Ram.*** *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. Hit: 18 (3d8 + 6) kinetic damage.

***Stomp.*** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one prone creature. Hit: 21 (4d10 + 6) kinetic damage.

## BANTHA, ADULT

*Huge beast, unaligned*

**Armor Class** 13 (natural armor)
**Hit Points** 126 (11d12 + 55)
**Speed** 40 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 24 (+7) | 9 (-1) | 21 (+5) | 3 (-4) | 11 (0) | 6 (-2) |

**Senses** passive Perception 10
**Languages** —
**Challenge** 6 (2,300 XP)

***Trampling Charge.*** If the bantha moves at least 20 feet straight toward a creature and then hits it with a gore attack on the same turn, that target must succeed on a DC 18 Strength saving throw or be knocked prone. If the target is prone, the bantha can make one stomp attack against it as a bonus action.

### ACTIONS

***Ram.*** *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. Hit: 25 (4d8 + 7) kinetic damage.

***Stomp.*** *Melee Weapon Attack:* +10 to hit, reach 5 ft., one prone creature. Hit: 29 (4d10 + 7) kinetic damage.

# BATTLE DROIDS

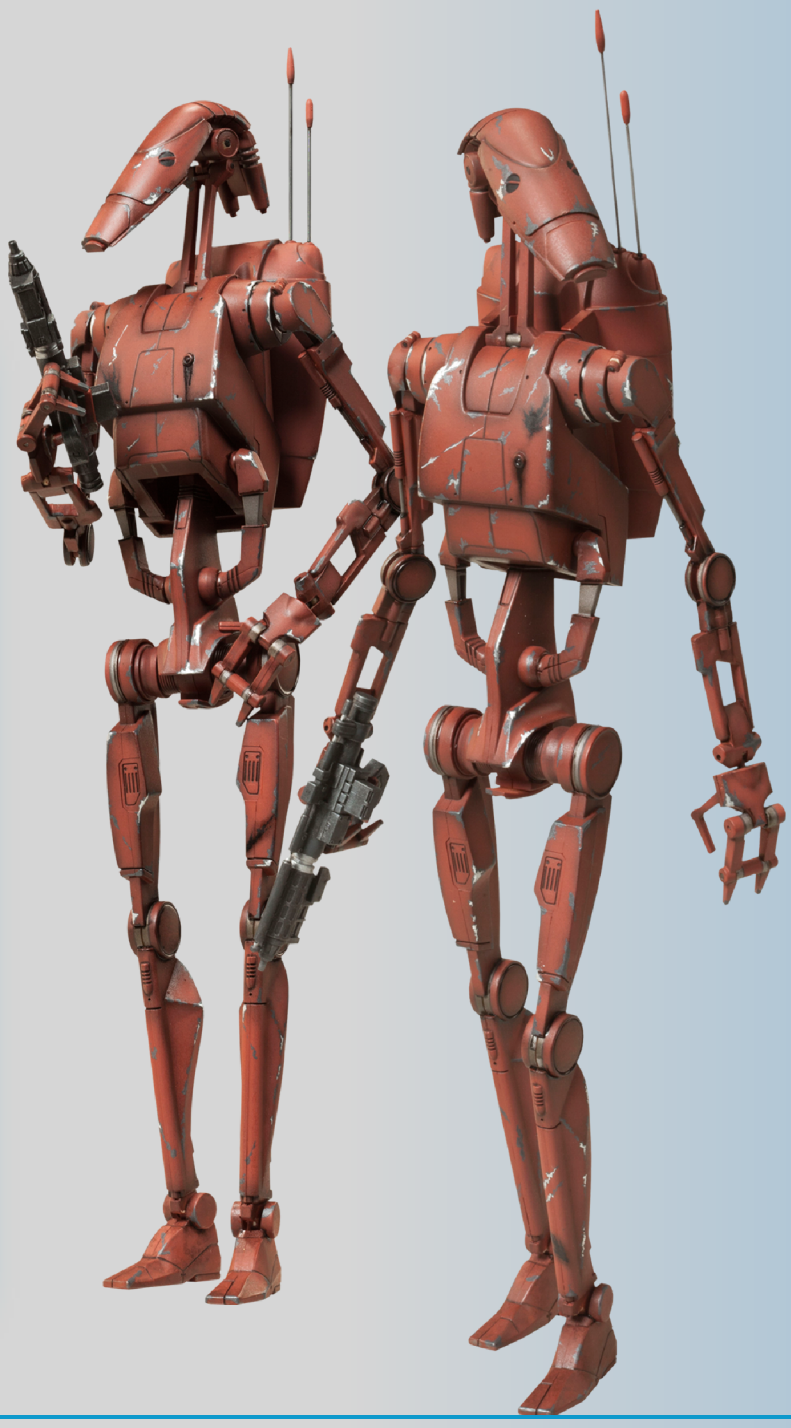
Battle droids, also known as combat droids or battle bots, are a type of droid designed for combat. One thing most battle droids have in common is limited intelligence. They are programmed to follow orders, and not much else, though they do have personalities. Some battle droids, however, have some form of intelligence. These droids are much more expensive to make, due to their advanced brains.

*Clone Wars.* Over the years, many different models of battle droid have been utilized by various factions throughout the galaxy. The Confederacy of Independent Systems, for example, used a number of different models of battle droid during the Clone Wars to make up the Separatist Droid Army. Under the command of General Grievous, varying models of battle droid fought against the Galactic Republic's clone troopers until the final days of the war, when the Confederate battle droids were deactivated by the Galactic Empire.

## B1 SERIES BATTLE DROIDS

B1 battle droids, also referred to as standard battle droids, are the most widely-used battle droids manufactured by Baktoid Combat Automata and Baktoid Armor Workshop and were the successor to the OOM-series battle droids. The B1 battle droid sees extensive service as the mainlines soldiers due to their cheap, mass produced nature. The B1-X model serves as an officer unit.

*History.* Early versions of the model required the use of a Central Control Computer, but despite these weaknesses they saw extensive service as the mainlines soldier of the Trade Federation's mechanized droid army. Despite their limitations and despite battle droids being outlawed under the Empire, B1 battle droids continued to see use through Separatist holdouts and the black market during the Imperial Era.



### B1 BATTLE DROID

*Medium droid, unaligned*

**Armor Class** 14 (armor plating)
**Hit Points** 7 (2d8-2)
**Speed** 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 9 (-1) | 14 (+2) | 9 (-1) | 13 (+1) | 10 (+0) | 7 (-2) |

**Damage vulnerabilities** ion
**Damage Resistances** necrotic, poison, psychic
**Condition Immunities** poison, disease
**Senses** darkvision 60 ft., passive Perception 10
**Languages** Binary, Galactic Basic
**Challenge** 1/8 (25 XP)

***Battle Droid Swarm.*** When an ally of the battle droid hits a hostile creature that it can see with a weapon attack, the battle droid can use its reaction to make one weapon attack against that creature.

***Circuitry.*** The droid has disadvantage on saving throws against effects that would deal ion or lightning damage.

#### ACTIONS

***Blaster Rifle.*** *Ranged Weapon Attack:* +4 to hit, range 100/400 ft., one target. *Hit:* 6 (1d8+2) energy damage.

***Stock Strike.*** *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. *Hit:* 1 (1d4-1) kinetic damage.

## B1-X BATTLE DROID

*Medium droid, unaligned*

**Armor Class** 15 (armor plating)
**Hit Points** 16 (3d8+3)
**Speed** 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 11 (+0) | 16 (+3) | 12 (+1) | 14 (+2) | 10 (+0) | 9 (-1) |

**Skills** Perception +2
**Damage vulnerabilities** ion
**Damage Resistances** necrotic, poison, psychic
**Condition Immunities** poison, disease
**Senses** darkvision 60 ft., passive Perception 12
**Languages** Binary, Galactic Basic
**Challenge** 1/2 (100 XP)

***Battle Droid Swarm.*** When an ally of the battle droid hits a hostile creature that it can see with a weapon attack, the battle droid can use its reaction to make one weapon attack against that creature.

***Circuitry.*** The droid has disadvantage on saving throws against effects that would deal ion or lightning damage.

### ACTIONS

***Blaster Pistol.*** *Ranged Weapon Attack:* +5 to hit, range 40/160 ft., one target. *Hit:* 6 (1d6+3) energy damage.

***Stock Strike.*** *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) kinetic damage.

### REACTIONS

***Redirect Attack.*** When a creature the battle droid can see targets it with an attack, the battle droid chooses another battle droid within 5 feet of it. The two battle droids swap places, and the chosen battle droid becomes the target instead.

## B2 SERIES BATTLE DROIDS

The B2 super battle droid is an upgraded version of the B1 battle droid, with superior armament and armor. It features dual integrated wrist blasters. The B2-HA model is equipped with an integrated rocket launcher.

## B2 SUPER BATTLE DROID

*Medium droid, unaligned*

**Armor Class** 16 (armor plating)
**Hit Points** 26 (4d8+8)
**Speed** 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 13 (+1) | 16 (+3) | 14 (+2) | 14 (+2) | 12 (+1) | 11 (+0) |

**Damage vulnerabilities** ion
**Damage Resistances** necrotic, poison, psychic
**Condition Immunities** poison, disease
**Senses** darkvision 60 ft., passive Perception 11
**Languages** Binary, Galactic Basic
**Challenge** 1 (200 XP)

***Circuitry.*** The droid has disadvantage on saving throws against effects that would deal ion or lightning damage.

### ACTIONS

***Multiattack.*** The super battle droid makes two weapon attacks with its strike or wrist blaster.

***Strike.*** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4+1) kinetic damage.

***Wrist Blaster.*** *Ranged Weapon Attack:* +5 to hit, range 60/240 ft., one target. *Hit:* 6 (1d6+3) energy damage.

***Wrist Blaster Volley (Recharge 6).*** The super battle droid sprays a 10-foot-cube area within normal range with shots. Each creature in the area must make a DC 13 Dexterity saving throw, taking normal weapon damage on a failed save.

## B2-HA SUPER BATTLE DROID

*Medium droid, unaligned*

**Armor Class** 17 (armor plating)
**Hit Points** 84 (14d8+28)
**Speed** 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 15 (+2) | 16 (+3) | 14 (+2) | 14 (+2) | 15 (+2) | 11 (+0) |

**Skills** Perception +4
**Damage vulnerabilities** ion
**Damage Resistances** necrotic, poison, psychic
**Condition Immunities** poison, disease
**Senses** darkvision 60 ft., passive Perception 14
**Languages** Binary, Galactic Basic
**Challenge** 4 (1,100 XP)

***Circuitry.*** The droid has disadvantage on saving throws against effects that would deal ion or lightning damage.

### ACTIONS

***Multiattack.*** The super battle droid makes two weapon attacks with its strike or wrist blaster.

***Strike.*** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4+2) kinetic damage.

***Wrist Blaster.*** *Ranged Weapon Attack:* +5 to hit, range 60/240 ft., one target. *Hit:* 6 (1d6+3) energy damage.

***Wrist Blaster Volley (Recharge 5-6).*** The super battle droid sprays a 10-foot-cube area within normal range with shots. Each creature in the area must make a DC 13 Dexterity saving throw, taking normal weapon damage on a failed save.

***Rocket Launcher (1/Day).*** Each creature in a 20-foot-radius sphere centered on a point that you can see within 150 feet must make a Dexterity saving throw. A target takes 8d6 fire damage on a failed save, or half as much damage on a successful one.

## BX SERIES COMMANDO DROID

The BX series commando droid is an elite battle droid model made for stealth assignments. Equipped with a stealth field generator, they are perfectly designed for espionage.

## BX COMMANDO DROID

*Medium droid, unaligned*

**Armor Class** 15 (armor plating)
**Hit Points** 49 (9d8+9)
**Speed** 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 12 (+1) | 17 (+3) | 13 (+1) | 15 (+2) | 13 (+1) | 7 (-1) |

**Skills** Perception +3, Stealth +5
**Damage vulnerabilities** ion
**Damage Resistances** necrotic, poison, psychic
**Condition Immunities** poison, disease
**Senses** darkvision 60 ft., passive Perception 12
**Languages** Binary, Galactic Basic
**Challenge** 2 (450 XP)

***Circuitry.*** The droid has disadvantage on saving throws against effects that deal ion or lightning damage.

***Droid Synergy.*** Once per turn, the commando droid can deal an extra 3 (1d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the commando droid that isn't incapacitated.

### ACTIONS

***Blaster Carbine.*** *Ranged Weapon Attack:* +5 to hit, range 60/240 ft., one target. *Hit:* 6 (1d6+3) energy damage.

***Techblade.*** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6+3) kinetic damage.

***Stealth Field Generator.*** The droid becomes invisible. Anything the droid is carrying is invisible as long as it is on the droid. The droid may end the invisibility as a free action. The invisibility ends if the droid attacks.

## BX-5C COMMANDO DROID

*Medium droid, unaligned*

**Armor Class** 16 (armor plating)
**Hit Points** 96 (15d8+30)
**Speed** 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 13 (+1) | 19 (+4) | 14 (+2) | 15 (+2) | 13 (+1) | 7 (-1) |

**Saving Throws** Dex +7
**Skills** Perception +4, Stealth +7
**Damage vulnerabilities** ion
**Damage Resistances** necrotic, poison, psychic
**Condition Immunities** poison, disease
**Senses** darkvision 60 ft., passive Perception 12
**Languages** Binary, Galactic Basic
**Challenge** 5 (1,800 XP)

***Circuitry.*** The droid has disadvantage on saving throws against effects that would deal ion or lightning damage.

***Droid Synergy.*** Once per turn, the commando droid can deal an extra 7 (2d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the commando droid that isn't incapacitated.

### ACTIONS

***Multiattack.*** The supercommando droid makes two weapon attacks.

***Blaster Carbine.*** *Ranged Weapon Attack:* +7 to hit, range 60/240 ft., one target. *Hit:* 6 (1d6+3) energy damage.

***Techblade.*** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 6 (1d6+3) kinetic damage.

***Stealth Field Generator.*** The droid becomes invisible. Anything the droid is carrying is invisible as long as it is on the droid. The droid may end the invisibility as a free action. The invisibility ends if the droid attacks.

## DESTROYER DROID

Destroyer droids, also known as Droidekas or rollies, are a type of heavy battle droid originally crafted by Colicoids. It has a reputation for deadliness due to its resilience and firepower, as well as the fear it can instill in even the most powerful Jedi. They are also used for executions. Destroyer droids are equipped with dual built-in blaster cannons and a built-in deflector shield generator. Due to their ponderous nature, destroyer droids have a ball-form that they can transform into, granting them great speed.

## DESTROYER DROID

*Large droid, unaligned*

**Armor Class** 17 (armor plating)
**Hit Points** 142 (15d10+60)
**Speed** 15 ft. (attack form) or 60 ft. (ball form)

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 14 (+2) | 18 (+4) | 18 (+4) | 13 (+1) | 15 (+2) | 7 (-2) |

**Skills** Perception +5
**Damage vulnerabilities** ion
**Damage Resistances** necrotic, poison, psychic
**Condition Immunities** poison, disease
**Senses** darkvision 60 ft., passive Perception 15
**Languages** Binary, Galactic Basic
**Challenge** 7 (2,900 XP)

***Circuitry.*** The droid has disadvantage on saving throws against effects that would deal ion or lightning damage.

***Ball Form.*** As a bonus action, the destroyer droid can transform into or out of ball form. While in ball form, the destroyer droid has increased speed, but it can not attack.

### ACTIONS

***Multiattack.*** The destroyer droid makes two weapon attacks.

***Blaster Cannons.*** *Ranged Weapon Attack:* +7 to hit, range 100/400, one target. *Hit:* 11 (2d6+4) energy damage.

***Blaster Volley.*** The destroyer droid sprays a 10-foot-cube area within normal range of its blaster cannons with shots. Each creature in the area must make a DC 15 Dexterity saving throw, taking normal weapon damage on a failed save.

### REACTIONS

***Deflector Shield.*** The destroyer droid adds 3 to its AC against one attack that would hit it. To do so, the destroyer droid must see the attacker.

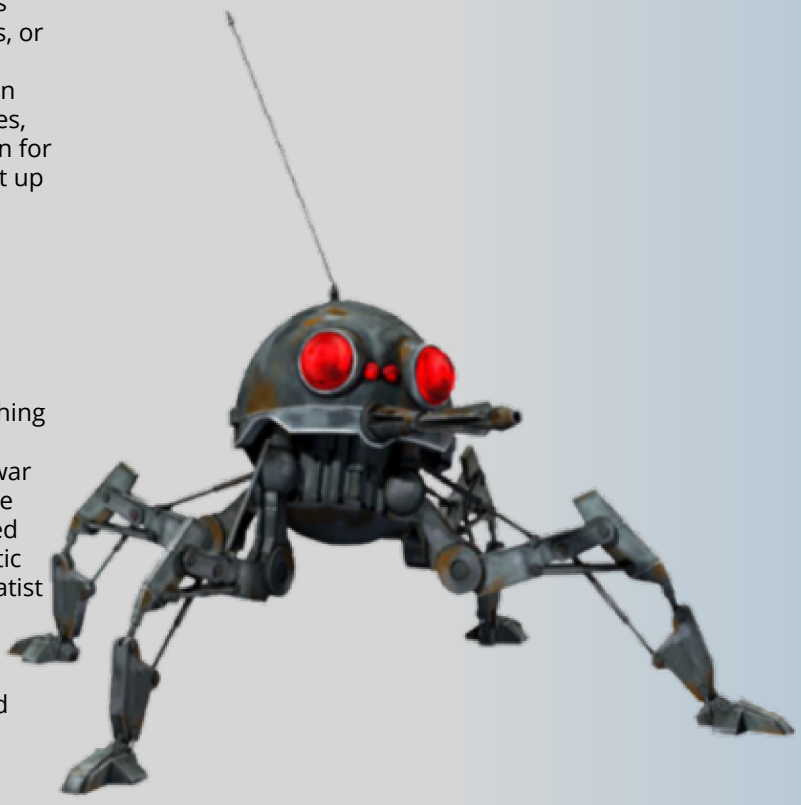
## DSD1 DWARF SPIDER DROID

The DSD1 dwarf spider droid, also known as the burrowing spider droid because it was first used to destroy opposition in narrow mine shafts, is a battle droid manufactured by the Commerce Guild to support the cause of the Separatists, and also used to punish customers who decline to pay their taxes to the Commerce Guild.

***Characteristics.*** The DSD1 is similar in function to a typical combat vehicle. Its main weapon is a long central blaster cannon mounted on its dome that is capable of firing either rapid anti-personnel rounds, or slower high-intensity blasts that can destroy light vehicles. The droid's small frame and four all-terrain legs make it suitable for warfare in dangerous mines, and the adjustable legs lets it attain better elevation for the blaster cannon. Its legs are able to walk straight up and down walls and narrow cliffsides. However, because of the fixed laser cannon, it can not turn around to track enemies, thus making it inferior to speedy targets. Also, the length of this cannon sometimes hinders it in confined areas.

***Behavior.*** The droid communicates in a beeping language similar to Binary. It seems to have basic emotions, such as frustration. They do not do anything that they predict will harm themselves.

***After the Clone Wars.*** Though most Separatist war vehicles were deactivated after the end of the Clone Wars, the dwarf spider droids were recommissioned through Imperial command and used by the Galactic Empire to enforce the submission of former Separatist worlds, fighting against the remnants of the very government that once used them, with the Stormtrooper Corps using the droids as their mechanical attack dogs. They would remain utilized throughout the Empire's reign, and it was not uncommon to see these droids alongside stormtroopers at Imperial checkpoints.



## DSD1 DWARF SPIDER DROID

*Large droid, unaligned*

**Armor Class** 16 (armor plating)
**Hit Points** 32 (5d10+5)
**Speed** 40 ft., climb 40 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 15 (+2) | 16 (+3) | 12 (+1) | 10 (+0) | 10 (+0) | 9 (-1) |

**Skills** Perception +4
**Damage Vulnerabilities** ion
**Damage Resistances** necrotic, poison, psychic
**Condition Immunities** poison, disease
**Senses** truesight 120ft., passive Perception 14
**Languages** Binary, Galactic Basic
**Challenge** 2 (450 XP)

***Circuitry.*** The spider droid has disadvantage on saving throws against effects that would deal ion or lightning damage.

***Spider Climb.*** The spider droid can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

### ACTIONS

***Blaster Cannon.*** *Ranged Weapon Attack:* +5 to hit, range 100/400 ft., one target. *Hit:* 9 (1d12+3) energy damage.

***Burst.*** The spider droid sprays a 10-foot-cube area within normal range with shots. Each creature in the area must make a DC 13 Dexterity saving throw, taking 9 (1d12+3) energy damage on a failed save, or half as much on a successful one.

***Claw.*** *Melee Weapon Attack.* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d5+2) kinetic damage.

***Self-Destruct.*** When the spider droid is reduced to half of its hit point maximum and is within 20 feet of a hostile creature, it attempts to self-destruct. Each creature within 20 feet of it must make a DC 13 Dexterity saving throw, taking 6d6 fire damage on a failed save, or half as much on a successful one.

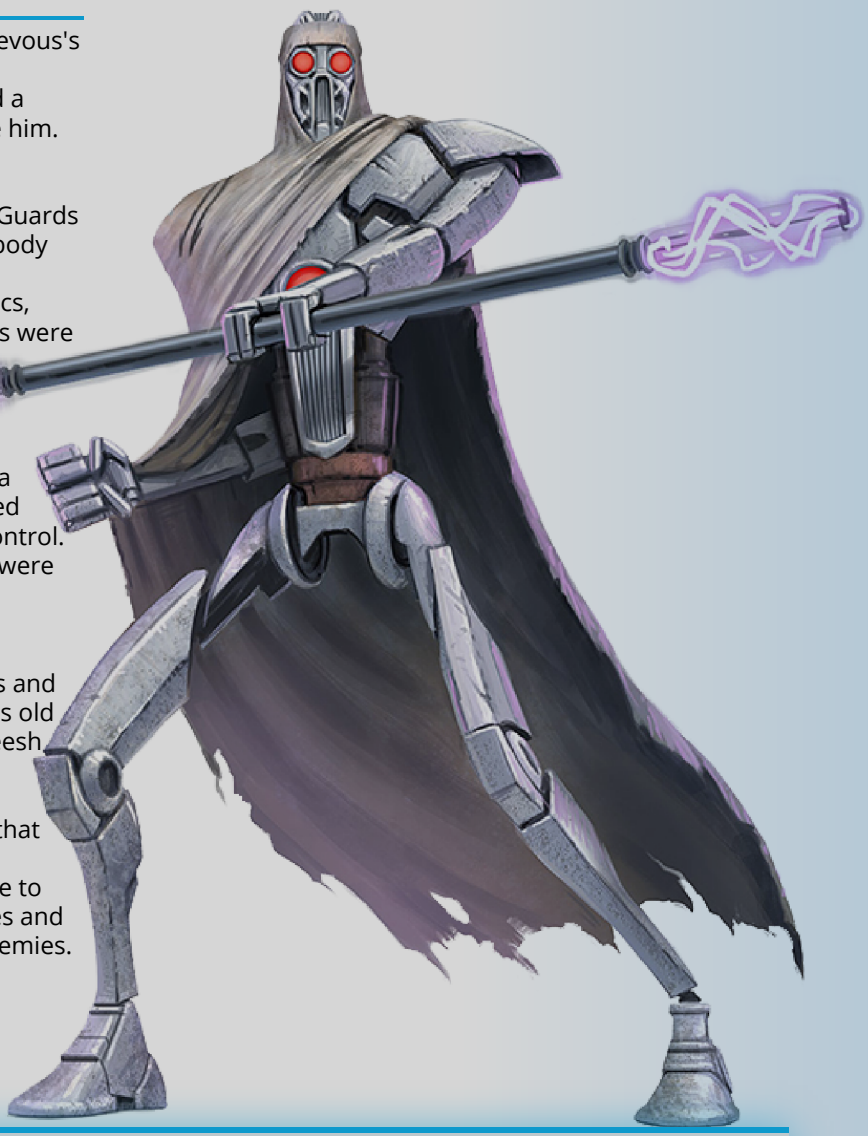
## IG-100 MAGNAGUARDS

After the InterGalactic Banking Clan secured Grievous's services as an enforcer, they refused to hire his Kaleesh, and thus the cyborg general demanded a cadre of "more intelligent battle droids" to serve him. The construction of the MagnaGuards was then commissioned for Grievous's service.

Constructed by Holowan Mechanicals, MagnaGuards were roughly two meters tall, with a humanoid body shape, but possessed a far-superior mechanical anatomy. This allowed for superhuman acrobatics, speed, and combat ability. Their internal systems were furnished with advanced combat learning programs, which, compared to most of the droids utilized by the Confederacy of Independent Systems, allowed the MagnaGuards to adapt to a highly diverse variety of tasks. These tasks ranged from melee and ranged combat to starfighter control. MagnaGuards were also capable of speech and were programmed to taunt their opponents in a low growling Basic.

The MagnaGuard's weapon of choice was the lightsaber-resistant electrostaff, and wore cloaks and head wraps similar to the garments of Grievous's old Izvoshra elite during the general's time as a Kaleesh warlord.

Grievous personally trained his bodyguards in the seven classic styles of lightsaber combat so that they could effectively engage and then kill Jedi. Grievous would not allow any repairs to be made to the droids, believing that their numerous scrapes and battle scars made them more intimidating to enemies.



## MAGNAGUARD SENTINEL

*Medium droid, unaligned*

**Armor Class** 16 (armor plating)
**Hit Points** 58 (9d8 + 18)
**Speed** 30ft., climb 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 13 (+1) | 19 (+4) | 14 (+2) | 15 (+2) | 13 (+1) | 9 (-1) |

**Saving Throws** Dex + 6
**Skills** Perception +3, Stealth +6, Intimidate +1
**Damage Vulnerabilities** ion
**Damage Resistances** necrotic, poison, psychic; energy from melee weapon attacks
**Condition Immunities** poisoned, disease
**Senses** darkvision 60 ft., passive Perception 13
**Languages** Binary, Galactic Basic
**Challenge** 4 (1,100 XP)

***Circuitry.*** The MagnaGuard has disadvantage on saving throws against effects that would deal ion or lightning damage.

***Droid Synergy.*** Once per turn, the MagnaGuard can deal an extra 3 (1d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of a MagnaGuard ally that isn't incapacitated.

***Leap.*** The MagnaGuard can expend all its movement on its turn to jump up to its current movement speed in any direction.

***Mag-lock Limbs.*** The MagnaGuard can climb metal surfaces, including upside down on ceilings, without needing to make an ability check.

### ACTIONS

***Multiattack.*** The MagnaGuard makes two electrostaff attacks.

***Electrostaff.*** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (2d4+4) kinetic damage.

***Blaster Pistol.*** *Ranged Weapon Attack:* +6 to hit, range 40/160 ft., one target. *Hit:* 7 (1d6+4) energy damage.

### REACTIONS

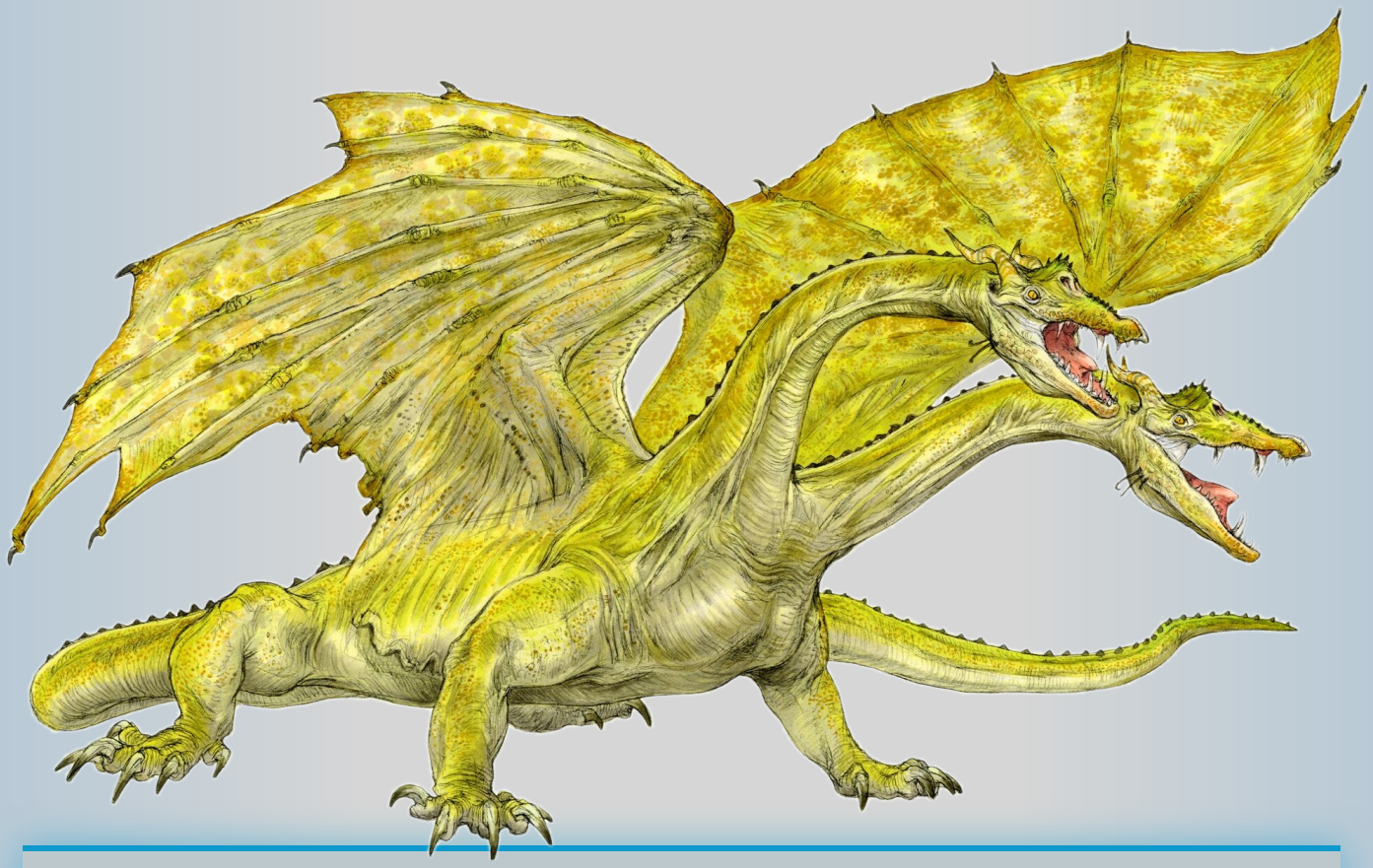
***Parry.*** The droid adds 3 to its AC against one melee attack that would hit it. To do so, the droid must see the attacker and be wielding a melee weapon.

## BATTLE HYDRA

The Battle Hydra is a type of large reptilian dragon-like Sithspawn that was created by the Sith Lord Exar Kun. They are known to have two heads that sit atop long, fluid necks. The heads hold a pair of yellow slitted eyes. There were some varieties of these beasts that have more than two heads.

***Behavior.*** When left to their own devices, these beasts are mindless and shy creatures-a sharp contrast to their fearsome appearance. Battle hydras are known to be solitary animals that hunt alone. They spend most time aloft where they ride thermal currents in search of prey or threats. When prey is spotted, the battle hydra dives through the air, snapping with multiple jaws as well as their poisoned stinger. Once prey succumbs to either the attack or poison, the beast takes the corpse back to its lair where it is torn apart and devoured.

These animals are, however, susceptible to influence or commands from Force-sensitive dark side users. Many of battle hydras have been used as personal shocktroopers for these dark-lords. Battle hydras are known to be particularly attracted to sites that are strong in the dark side of the Force. It is believed that perhaps these beasts draw some form of nourishment from these locations.



### BATTLE HYDRA

*Huge aberration, neutral dark*

**Armor Class** 14 (natural armor)
**Hit Points** 126 (11d12 + 55)
**Speed** 30 ft., fly 60 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 20 (+5) | 12 (+1) | 20 (+5) | 2 (-4) | 12 (+1) | 7 (-2) |

**Skills** Perception +7
**Damage Resistance** energy; ion and kinetic from unenhanced weapons
**Senses** darkvision 60 ft., passive Perception 17
**Languages** —
**Challenge** 9 (5,000 XP)

***Reactive Heads.*** The hydra gets an extra reaction that can be used only for opportunity attacks.

***Two Heads.*** The hydra has advantage on Wisdom (Perception) checks and on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious.>

***Wakeful.*** When one of the hydra's heads is asleep, its other head is awake.

#### ACTIONS

***Multiattack.*** The hydra can make three attacks: two with its bite and one with its claws.

***Bite.*** *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 10 (1d10 + 5) kinetic damage.

***Claws.*** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) kinetic damage.

***Stinger.*** *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 9 (1d8 + 5) kinetic damage. The target must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

## BLURRG

Blurrgs were a two-legged non-sentient species that were used as beasts of burden on a number of worlds located across the galaxy, including Endor, Ryloth, and Zygerria. Stoic and strong, they are used for everything from agricultural labor to war; the Twi'lek Resistance on Ryloth rode blurrgs in battle during the Battle of Ryloth, where they were used at the final offensive against Separatist forces in Lessu, charging at droid troops with the Grand Army of the Republic's Lightning Squadron.

The blurrg's huge mouth could chew through almost anything edible, which made it perfect for clearing savanna grass, weeds, and saplings. Blurrgs were strong, fast , but stupid—so much so that they walked right into small trees, knocking them down. The egg-laying creatures usually produced 5 or 6 babies at a time. In their early years babies stayed very close to their mothers for protection from Boar-wolves. Blurrgs communicated through a series of roars. They are also vicious when driven to a fury, and are reputedly noisy when agitated.

***Mounts.*** Rothana Heavy Engineering sold blurrgs as mounts to Imperial forces. They cost 12000 credits for six or 20000 credits for a herd of 12.

### BLURRG

*Large beast, unaligned*

**Armor Class** 11 (natural armor)
**Hit Points** 67 (9d10 + 18)
**Speed** 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 20 (+5) | 6 (-2) | 15 (+2) | 1 (-5) | 7 (-2) | 5 (-3) |

**Skills** Athletics +6
**Senses** passive Perception 8
**Languages** —
**Challenge** 2 (450 XP)

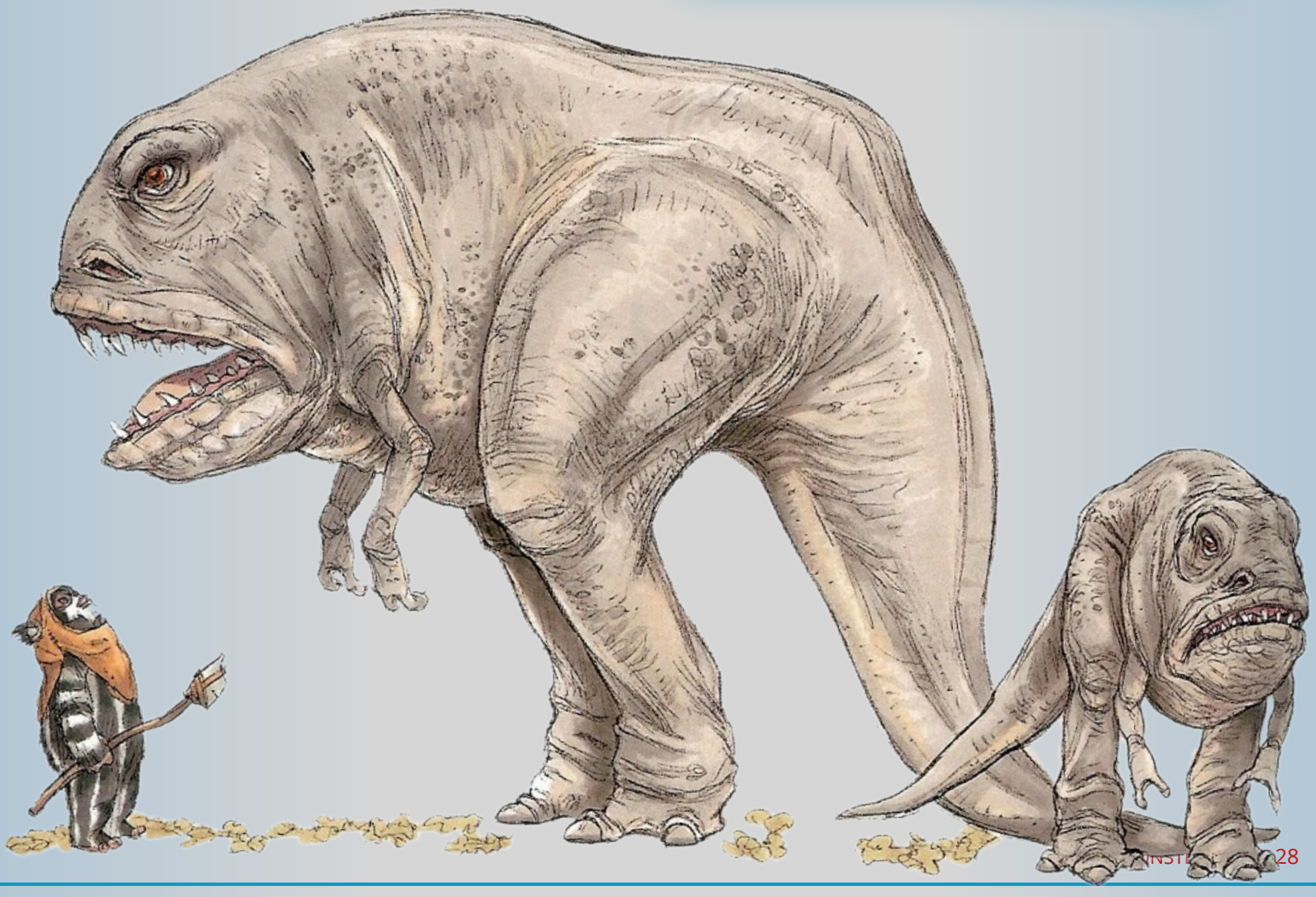
***Siege Monster.*** The blurrg deals double damage to objects and structures.

***Sure-Footed.*** The blurrg has advantage on Strength and Dexterity saving throws made against effects that would shove it or knock it prone.

***Beast of Burden.*** The blurrg is considered to be a Huge animal for the purposes of determining its carrying capacity.

#### ACTIONS

***Bite.*** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (1d12 + 5) kinetic damage.



## BOGWINGS

Bogwings are a reptavian species found on the planets of Naboo and Dagobah. During the Cold War between the Galactic Republic and the reconstituted Sith Empire, bogwings were also seen in the swamps of the ruins of Taris.

***Biology.*** Bogwings are known to be able to carry nine times their own weight and are very territorial. There are two races of bogwings: the greater bogwing and the lesser bogwing. They both feed on small creatures dwelling in the canopy, but the greater bogwing feeds in the upper levels, while the lesser bogwing feeds in the lower levels where it avoids larger predators such as the jubba bird.

***Naboo.*** During Gulliball games played by Gungans, bogwings were released into the sky to signal halftime.

### BOGWING, LESSER

*Tiny beast, unaligned*

**Armor Class** 12
**Hit Points** 4 (3d4 - 3)
**Speed** 10 ft., fly 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 5 (-3) | 14 (+2) | 9 (-1) | 3 (-4) | 13 (+1) | 5 (-3) |

**Skills** Perception +3
**Senses** passive Perception 13
**Languages** —
**Challenge** 1/8 (25)

***Beast of Burden.*** The bogwing is considered to be a Medium animal for the purposes of determining its carrying capacity.

#### ACTIONS

***Claws.*** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) kinetic damage.

### BOGWING, GREATER

*Small beast, unaligned*

**Armor Class** 13
**Hit Points** 14 (4d6)
**Speed** 10 ft., fly 40 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 6 (-2) | 16 (+3) | 11 (0) | 3 (-4) | 13 (+1) | 5 (-3) |

**Skills** Perception +3
**Senses** passive Perception 13
**Languages** —
**Challenge** 1 (200 XP)

***Beast of Burden.*** The bogwing is considered to be a Large animal for the purposes of determining its carrying capacity.

#### ACTIONS

***Multiattack.*** The bogwing can make two claw attacks.

***Claws.*** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) kinetic damage.

## B'OMARR MONKS

The B'omarr Order, which consisted of the B'omarr Monks, was a mysterious religious order that moved to the planet Tatooine around 700 BBY. The B'omarr believed that cutting themselves off from all physical sensation would further their studies, and allow them to ponder the galaxy and achieve enlightenment. When a monk became enlightened, his brain was removed through a special procedure, and was placed in a nutrient-filled jar. The brains were held in very high regard by the lower, embodied monks, who saw to their every need, though the brains rarely did anything other than think and wonder. When they did need to travel around their monastery on Tatooine, the brains were transferred into specially modified BT-16 perimeter droids.

### B'OMARR BRAIN WALKER

*Medium construct, any Dark*

**Armor Class** 14 (armor plating)
**Hit Points** 54 (8d8+16)
**Speed** 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 1 (-5) | 11 (+0) | 15 (+2) | 16 (+3) | 12 (+1) | 16 (+3) |

**Saving Throws** Int +6, Wis +4, Cha +6
**Skills** Lore +6, Deception +6, Perception +4, Persuasion +6
**Damage Vulnerabilities** ion
**Damage Resistances** psychic
**Condition Immunities** charmed, frightened, paralyzed
**Senses** blindsight 60 ft., passive Perception 11
**Languages** Galactic Basic, Huttese
**Challenge** CR 3 (700 XP)

**Circuitry.** The B'omarr Brain Walker has disadvantage on saving throws against effects that would deal ion or lightning damage.

**Innate Forcecasting.** The B'omarr Brain Walker's forcecasting ability is Charisma (Force save DC 13). The B'omarr Brain Walker can innately cast the following force powers:

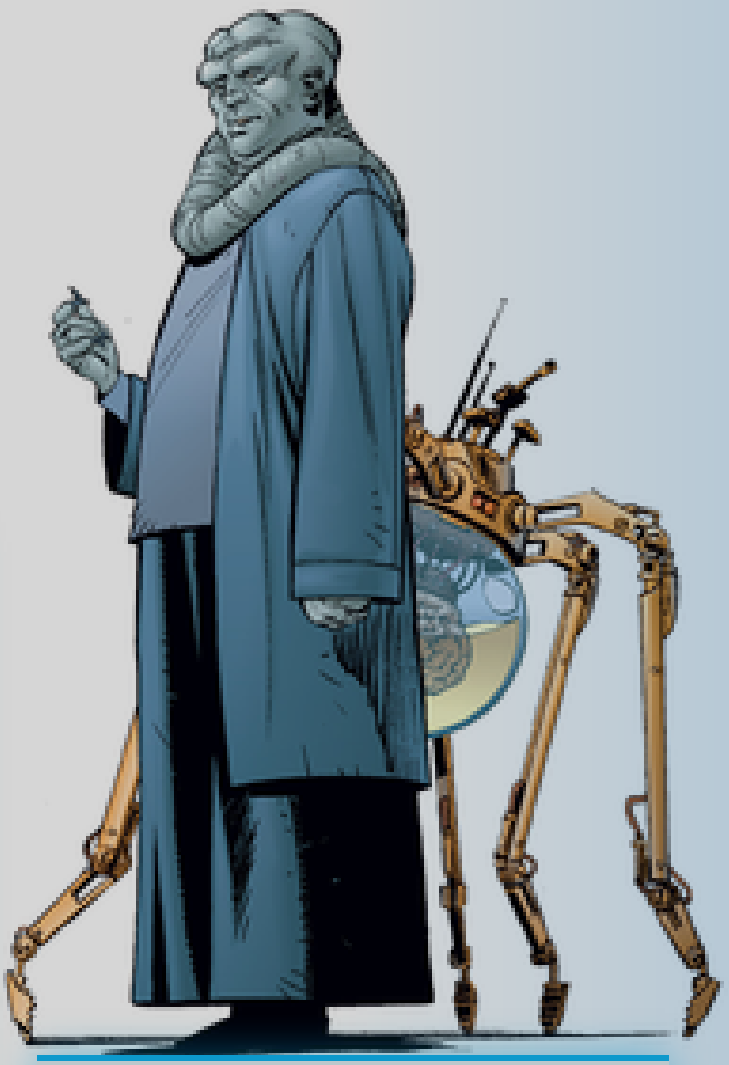
At will: *affect mind, force push/pull*

1/day each: *greater feedback, mind trap*

#### ACTIONS

***Multiattack.*** The B'omarr Brain Walker makes Two Mind Thrust attacks

***Mind Thrust.*** One creature within 60 feet of the B'omarr Brain Walker must make a DC 13 Wisdom saving throw, taking 13 (4d6) psychic damage on a failed save, or half as much on a successful one.



### B'OMARR MONK INITIATE

*Medium humanoid, any neutral alignment*

**Armor Class** 12 (Combat Suit)
**Hit Points** 9 (2d8)
**Speed** 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 8 (-1) | 8 (-1) | 8 (-1) | 1 (+0) | 14 (+2) | 9 (-1) |

**Skills** Medicine +4, Deception +2
**Senses** Senses passive Perception 10
**Languages** Basic, Huttese
**Challenge** 1/8 (25 XP)

**Unearthly Focus.** The initiate has advantage on saving throws against being charmed or frightened.

#### ACTIONS

***Hold-Out Blaster.*** *Ranged Weapon Attack:* +2 to hit, range 30/120, one target. *Hit:* 4 (1d4+2) energy damage.

# BOR GULLET

Bor gullets are a non-sentient, tentacled species found in the galaxy. They have the unique ability to read minds, with the unfortunate side-effect of causing insanity. As a result, they were often used as a form of torture. Notably, Saw Gerrera's Partisans owned a bor gullet, and Harra the Hutt had collected a bor gullet in her menagerie on the planet Vodran.

## BOR GULLET

*Large beast, unaligned*

**Armor Class** 12 (natural armor)
**Hit Points** 180 (19d10 + 76)
**Speed** 10 ft., swim 10 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 16 (+3) | -8 (-1) | 18 (+4) | 20 (+5) | 18 (+4) | 17 (+3) |

**Saving Throws** Con +9, Int +10, Wis +9
**Skills** Lore +10, Perception +9, Insight +14, Deception +8, Persuasion +8
**Damage Resistance** psyvhic
**Damage Immunities** poison
**Condition Immunities** poisoned
**Senses** blindsight 120 ft., passive Perception 18
**Languages** understands Galactic Basic but can't speak, telepathy 120 ft.
**Challenge** 13 (10,000 XP)

***Creature Sense.*** The bor gullet is aware of the presence of creatures within 1 mile of it that have an Intelligence score of 4 or higher. It knows the distance and direction to each such creature, as well as each such creature's intelligence score, but it can't sense anything else about it. Droids and creatures protected by a *mind blank* power or other similar power cannot be perceived in this manner.

***Fortified Mind.*** The bor gullet has advantage on saving throws against being charmed and frightened, and it can't be put to sleep.

***Legendary Resistance (3/Day).*** If the bor gullet fails a saving throw, it can choose to succeed instead.

***Psychic Link.*** The bor gullet can establish a psychic link with any creature that it successfully grapples with its tentacles. Until the psychic link ends, the bor gullet can perceive everything the target senses. The target is aware that its mind is linked, and the bor gullet can terminate the link at any time (no action required). The target can use an action on its turn to attempt to break the psychic link, doing so with a successful DC 18 Intelligence saving throw. On a successful save, the target takes 10 (3d6) psychic damage. The psychic link also ends if the target and the bor gullet are more than 1 mile apart, with no consequences to the target. The bor gullet can form psychic links with up to ten creatures at a time.

### ACTIONS

***Multiattack.*** The bor gullet makes three tentacle attacks.

***Tentacle.*** *Melee Weapon Attack:* +8 to hit, reach 20 ft., one target. *Hit:* 6 (1d6 + 3) kinetic damage, and the target is grappled (escape DC 16) if it is Large or smaller. Until the grapple ends, the target takes 9 (1d8 + 5) psychic damage at the start of each of its turns, and bor gullet can't use this tentacle on another target. The bor gullet has six tentacles.

***Mind Blast (Recharge 5-6).*** The bor gullet emits psychic energy. Creatures of the bor gullet's choice within 60 feet of it must succeed on a DC 18 Intelligence saving throw or take 32 (5d10 + 5) psychic damage and be stunned for 1 minute. A target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

***Sense Thoughts.*** The bor gullet targets a creature with which it has a psychic link. The bor gullet gains insight into the target's emotional state and any thoughts that loom large in its mind (including worries, loves, and hates). The bor gullet can also make a Charisma (Deception) check with advantage to deceive the target's mind into thinking it believes one idea or feels a particular emotion. The target contests this attempt with a Wisdom (Insight) check. If the bor gullet succeeds, the mind believes the deception for 1 hour or until evidence of the lie is presented to the target.

### LEGENDARY ACTIONS

The bor gullet can take 3 legendary actions, choosing from the options below. It can take only one legendary action at a time and only at the end of another creature's turn. The bor gullet regains spent legendary actions at the start of its turn.

***Tentacle.*** The bor gullet makes a tentacle attack.

***Break Concentration.*** The bor gullet targets a creature within 120 feet of it with which it has a psychic link. The bor gullet breaks the creature's concentration on a power it is using. The creature also takes 1d4 psychic damage per level of the power.

***Psychic Pulse.*** The bor gullet targets a creature within 120 feet of it with which it has a psychic link. Enemies of the bor gullet within 10 feet of that creature take 10 (3d6) psychic damage.

***Sever Psychic Link.*** The bor gullet targets a creature within 120 feet of it with which it has a psychic link. The bor gullet ends the link, causing the creature to have disadvantage on all ability checks, attack rolls, and saving throws until the end of the creature's next turn.

## BRAIN WORM

Brain worms are worm-like parasites from Geonosis that have the capability of controlling minds. They hatch from yellow eggs, and are known to have been used by the Geonosian Queen Karina the Great during the Clone Wars on her Geonosian minions. The worms would sometimes enter the host via the nose, and were able to control dead Geonosians.

Brain worms react negatively to cold temperatures.

### BRAIN WORM

*Tiny beast, lawful dark*

**Armor Class** 12
**Hit Points** 21 (6d4 + 6)
**Speed** 30ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 6 (-2) | 14 (+2) | 13 (+1) | 12 (+1) | 11 (+0) | 10 (+0) |

**Skills** Perception +2, Stealth +4
**Damage Vulnerabilities** Cold
**Damage Resistances** Energy and Kinetic from unenhanced weapons
**Condition Immunities** Blinded
**Senses** Blindsight 60 ft. (blind beyond this radius, passive Perception 12
**Languages** Geonosian (understands but can't speak)
**Challenge** 2 (450 XP)

***Detect Sentience.*** The brain worm can sense the presence and location of any creature within 300 feet of it that has an Intelligence of 3 or higher, regardless of interposing barriers, unless the creature is protected by a mind blank force power.

#### ACTIONS

***Multiattack.*** The brain worm makes one enter orifice attack and uses consume mind.

***Enter Orifice*** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) kinetic damage

***Consume Mind.*** The brain worm targets one creature it can see within 10 feet of it that has a brain. The target must succeed on a DC 12 Intelligence saving throw against this magic or take 11 (2d10) psychic damage. Also on a failure, roll 3d6: If the total equals or exceeds the target's Intelligence score, that score is reduced to 0. The target is stunned until it regains at least one point of Intelligence.

***Body Thief.*** The brain worm initiates an Intelligence contest with an incapacitated humanoid within 5 feet of it. If it wins the contest, the brain worm burrows into the target's brain and takes control of the target's body. While inside a creature, the brain worm has total cover against attacks and other effects originating outside its host. The brain worm retains its Intelligence, Wisdom, and Charisma scores, as well as its understanding of Geonosian, its telepathy, and its traits. It otherwise adopts the target's statistics. It knows everything the creature knew, including force powers, tech powers, and languages.

If the host body takes 20 points of cold damage in a single round, the brain worm must make a DC 15 Constitution saving throw using its own Constitution score, not the host's. On a failure, the brain worm leaves the body, slithering out to a space within 5 ft. of the host. After exiting the host, it is paralyzed until the start of its next turn.

If the host body dies, the brain worm must leave it. The brain worm is also forced out if the target regains its devoured brain by means of a master heal force power. By spending 5 feet of its movement, the brain worm can voluntarily leave the body, slithering out to the nearest unoccupied space within 5 feet of it.

## CANTINA BRAWL

A cantina, also known as a saloon, bar, or pub is a place where spacers, smugglers, and other denizens of the nearby area come to drink and play board and card games, such as pazaak or sabacc. Cantinas are located on almost every major planet and are often a center of criminal activity such as smuggling and spice trading.

Many cantinas provid live entertainment in the form of musicians, dancers, or fighters. Gambling is also popular in these locales. The main attractions, however, are the beverages served by mixologists or automixers, and the opportunity to meet friends or business associates (illicit or otherwise).

Cantinas are generally poorly lit and crowded. They are dangerous centers of criminal activity, and it is not uncommon for patrons to be maimed or killed within the walls, without so much as a flinch from the staff or the other patrons. Sometimes, however, things can get out of hand.

### CANTINA BRAWL

*Huge swarm of Medium humanoids, unaligned*

**Armor Class** 12 (combat suit)
**Hit Points** 67 (9d12 + 9)
**Speed** 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 14 (+2) | 12 (+1) | 13 (+1) | 11 (+0) | 10 (+0) | 9 (-1) |

**Damage Resistances** kinetic
**Condition Immunities** charmed, frightened, paralyzed, petrified, prone, restrained, stunned
**Senses** passive Perception 10
**Languages** Galactic Basic and any one other language
**Challenge** 3 (700 XP)

***Liquid Courage (Recharge 5-6).*** As a bonus action, the cantina brawl imbibes nearby alcohol to gain access to a hidden reservoir of audacity and grit. The cantina brawl gains 7 (2d6) temporary hp for 1 minute.

***Swarm.*** The cantina brawl can occupy another creature's space and vice versa, and the cantina brawl can move through any opening large enough for a medium humanoid. Except for Liquid COurage, the cantina brawl can't regain hp or gain temporary hp.

#### ACTIONS

***Multiattack.*** The cantina brawl makes two melee attacks or two darts attacks.

***Stool.*** *Melee Weapon Attack:* +4 to hit, range 0 ft., one target in the cantina brawl's space. *Hit:* 14 (4d4 + 4) kinetic damage, or 7 (2d4 + 2) if the cantina brawl has half its hit points or fewer.

***Broken Bottles.*** *Melee Weapon Attack:* +3 to hit, range 0 ft., one target in the cantina brawl's space. *Hit:* 17 (6d4 + 2) kinetic damage, or 8 (3d4 + 1) if the cantina brawl has half its hit points or fewer.

***Darts.*** *Ranged Weapon Attack:* +3 to hit, range 20/40 ft., *Hit:* 10 (4d4) kinetic damage, or 5 (2d4) if the cantina brawl has half its hit points or fewer.

## CONDOR DRAGON

Condor dragons were flying, carnivorous reptavians native to the craggy cliffs, deserts, and deep woods of Endor's forest moon. They walked on their hind legs and their forearms were used to hold prey. They had bony ridges along their spine, and a wing span of approximately 3 meters.

### CONDOR DRAGON

*Large beast, unaligned*

**Armor Class** 13 (natural armor)
**Hit Points** 67 (9d10 + 18)
**Speed** 20 ft., fly 80 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 18 (+4) | 10 (0) | 15 (+2) | 4 (-3) | 12 (+1) | 6 (-2) |

**Skills** Perception +4
**Senses** darkvision 60 ft., passive Perception 14
**Languages** —
**Challenge** 3 (700 XP)

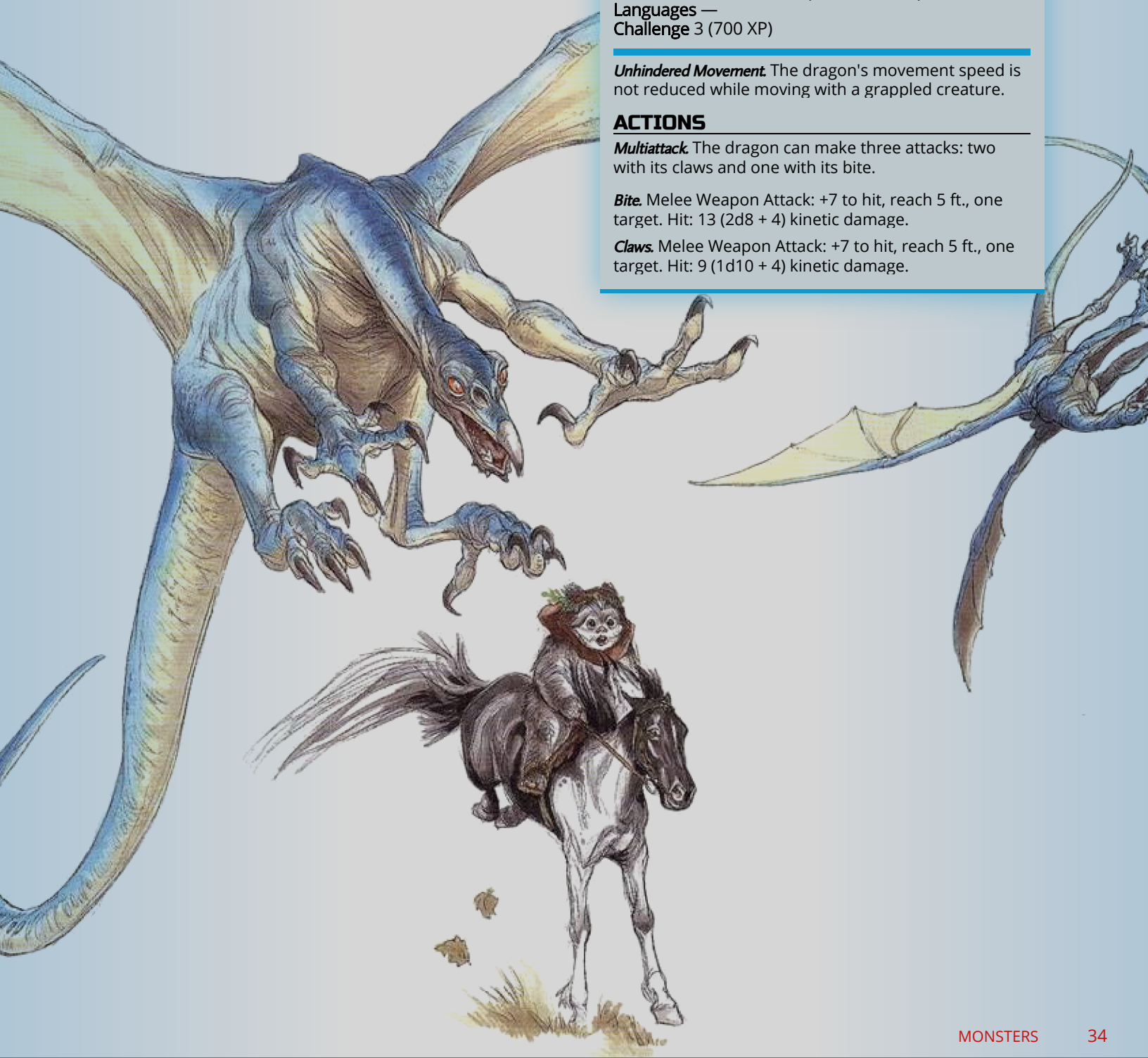
***Unhindered Movement.*** The dragon's movement speed is not reduced while moving with a grappled creature.

#### ACTIONS

***Multiattack.*** The dragon can make three attacks: two with its claws and one with its bite.

***Bite.*** Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 4) kinetic damage.

***Claws.*** Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 9 (1d10 + 4) kinetic damage.



## CROWD

The galaxy is a dangerous and cruel place. Wars, cruel empires, criminal syndicates, and the predation of terrible beasts can destroy whole towns and force their inhabitants to become beggars, vagabonds and brigands. All who endure such hardships are hardened by their losses, staring at the face of danger and saying, “no more!”, taking their protection into their own hands.

***Unity is Strength.*** Fear and resignation are the strength of beasts and tyrants, despair is the fuel of revolt. Despair makes you stand and fight until the last sentient. When abandoned by lords, Jedi and the Force, the common man turns toward his neighbor for mutual protection. If separately they are no match for a beast or a trained trooper, an entire village or town banding together and fueled by despair, faith or hatred can take down their foe. Theses masses can become a force to reckon with, embodying the proverb “unity is strength”. A crowd can potentially include several individuals of high power, which would be left standing or escape once the crowd disperses.

***Crowd Mind.*** Racist pogrom chasing wookiees down the streets, slaves fighting for their freedom and ousting a tyrant, or commoners taking to the streets to protest the emperor; all are good examples of a crowd. A crowd is moved by its own motivations and the individuals that form it can differ widely, but once the crowd mind takes them, they act in unison toward a single purpose. Reasoning with a crowd can prove difficult, as the behaviors of both the individual crowd members and the crowd is heavily influenced by the loss of responsibility of the individual and the impression of universality of behavior, increasing with the size of the crowd.

### MOB

A mob represents a large group, acting toward a single goal. Tightly massed and driven, they are difficult to stop and will only disperse after the death or incapacitation of many of their ranks. A mob can represent a local organization, or could form in a small town or maybe a modest district of a larger city.

### RIOT

A riot represents most of the population of a small town or a third of a city, gathering large masses. The sheer numbers make riots almost impossible to contain, requiring consequential resources or important fortifications to impede their progress. An organization that could gather such numbers would certainly have a regional, and perhaps planet-wide, influence.

### UPRISING

An uprising can encompass countless numbers and only an army or a group of incredibly powerful individuals could hope to stand against a crowd of that extent. An organization mustering such numbers has a planetwide, and perhaps galactic, influence, gathering members from many regions into a single location. A entire city or metropolis revolting could provide the numbers for an uprising, spreading over several districts and into the countryside.

### DISPERSING A CROWD.

Defeating a crowd doesn't mean killing any single individual, but instead breaking the resolve of the crowd and dispersing it. When a crowd drops to 0 hit points the crowd disperses into a number of humanoids based on how large the crowd had been. Alternatively, a large crowd such as a riot or an uprising could deescalate into a smaller crowd type when it drops to 0 hit points or has fewer than half of its hit points remaining.

## MOB

*Huge swarm of Medium humanoids (any), unaligned*

**Armor Class** 11
**Hit Points** 91 (14d12)
**Speed** 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 17 (+3) | 10 (+0) | 10 (+0) | 10 (+0) | 10 (+0) | 10 (+0) |

**Damage Resistances** kinetic
**Condition Immunities** charmed, frightened, paralyzed, petrified, prone, restrained, stunned
**Senses** passive Perception 10
**Languages** any one language (usually Basic)
**Challenge** 5 (1,800 XP)

***Swarm.*** The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Medium humanoid. The swarm can't regain hit points or gain temporary hit points.

### ACTIONS

***Multiattack.*** The swarm makes two improvised weapons attacks.

***Improvised Weapons.*** *Melee or Ranged Weapon Attack:* +6 to hit, reach 0 ft. or range 20/60 ft., one target in the swarm's space or within range. *Hit:* 13 (3d6 + 3) kinetic damage plus 10 (3d6) fire damage, or 8 (2d6 + 1) kinetic damage plus 7 (2d6) fire damage if the swarm has half of its hit points or fewer.

## RIOT

*Gargantuan swarm of Medium humanoids (any), unaligned*

**Armor Class** 11
**Hit Points** 199 (19d20)
**Speed** 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 20 (+5) | 10 (+0) | 10 (+0) | 10 (+0) | 10 (+0) | 10 (+0) |

**Damage Resistances** kinetic
**Condition Immunities** charmed, frightened, paralyzed, petrified, prone, restrained, stunned
**Senses** passive Perception 10
**Languages** any one language (usually Basic)
**Challenge** 10 (5,900 XP)

***Strength in Numbers.*** The swarm has advantage on Strength and Constitution checks and saving throws.

***Swarm.*** The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Medium humanoid. The swarm can't regain hit points or gain temporary hit points.

### ACTIONS

***Multiattack.*** The swarm makes three improvised weapons attacks.

***Improvised Weapons.*** *Melee or Ranged Weapon Attack:* +9 to hit, reach 0 ft. or range 20/60 ft., one target in the swarm's space or within range. Hit: 15 (3d6 + 5) kinetic damage plus 10 (3d6) fire damage, or 9 (2d6 + 2) kinetic damage plus 7 (2d6) fire damage if the swarm has half of its hit points or fewer.

## UPRISING

*Gargantuan swarm of Medium humanoids (any), unaligned*

**Armor Class** 11
**Hit Points** 315 (30d20)
**Speed** 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 24 (+7) | 10 (+0) | 10 (+0) | 10 (+0) | 10 (+0) | 10 (+0) |

**Damage Resistances** kinetic
**Condition Immunities** charmed, frightened, paralyzed, petrified, prone, restrained, stunned
**Senses** passive Perception 10
**Languages** any one language (usually Basic)
**Challenge** 15 (13,000 XP)

***Strength in Numbers.*** The swarm has advantage on Strength and Constitution checks and saving throws.

***Swarm.*** The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Medium humanoid. The swarm can't regain hit points or gain temporary hit points.

### ACTIONS

***Multiattack.*** The swarm makes four improvised weapons attacks.

***Improvised Weapons.*** *Melee or Ranged Weapon Attack:* +12 to hit, reach 0 ft. or range 20/60 ft., one target in the swarm's space or within range. *Hit:* 21 (4d6 + 7) kinetic damage plus 14 (4d6) fire damage, or 13 (3d6 + 3) kinetic damage plus 10 (3d6) fire damage if the swarm has half of its hit points or fewer.

## DARK FORCE SPIRIT

While most Jedi would lose their solid form and become one with the Force upon their death, some had learned a technique to retain their own identities separate from the Force for a time. Those individuals could linger in the physical world in the form of "Force Spirits," nonphysical entities that exhibited most traits and abilities they had in life. According to the knowledge contained in Asli Krimsan's holocron, that feat could be achieved by sublimating one's organic cells into a state of pure energy.

In its "normal" state, a Force Spirit could only interact with other noncorporeal entities. In order to be heard or seen by the living, the Spirit had to manifest itself. There were different types of manifestation. On a basic level, a Force ghost could appear as a floating, milky gray mass of energy that lacked distinctive features. But it could also manifest itself as the exact image of the dead being during their lifetime, only transparent and emitting a bluish glow. While it could appear to anyone it wished, a spirit could not choose to become audible or visible to only some beings and not the others, since the ability to perceive the manifestation depended on the beholder's strength in the Force. While many Force ghosts could appear as a vision of their former selves unmarked by injury or disease, others still bore the marks of what killed them.

Normally, force spirits could neither harm nor be harmed by physical entities, due to their spiritual nature. For the same reason, they could pass through solid matter effortlessly and were never hampered in their movements. While some spirits would simulate the walk of the living beings, subject to gravity, others would hover and drift above ground level. However, in some cases, a spirit could acquire temporary solidity by drawing on a living creature's link with the Force, which allowed it to actually touch the material world for a time. A manifested spirit could wield Force powers, although not all of them. It also had the ability to travel instantaneously to any point in the galaxy by force of will, as long as the spirit was familiar with that place.

### DARK SIDE SPIRIT

*Medium undead, neutral dark side*

**Armor Class** 13
**Hit Points** 40 (9d8)
**Speed** 30 ft. walk, fly 40 ft. (hover)

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 6 (-2) | 17 (+3) | 10 (+0) | 17 (+3) | 15 (+2) | 16 (+3) |

**Saving Throws** Int +6, Wis +5
**Skills** Perception +5, Stealth +6
**Damage Resistances** acid, fire, sonic, kinetic
**Damage Immunities** cold, necrotic, poison
**Condition Immunities** charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained
**Senses** darkvision 60 ft., passive Perception 15
**Languages** the languages it knew in life
**Challenge** 5 (1,800 XP)

***Incorporeal Movement.*** The spirit can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

#### ACTIONS

***Maddening Touch.*** *Melee Power Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 17 (4d6+3) psychic damage.

***Whispers of Madness.*** The spirit chooses up to three creatures it can see within 60 ft. of it. Each target must succeed on a DC 14 Wisdom saving throw, or it takes 7 (1d8 + 3) psychic damage and must use its reaction to make a melee weapon attack against one creature of the spirit's choice that the spirit can see.

***Howling Babble (Recharge 6).*** Each creature within 30 ft. of the spirit that can hear it must make a DC 14 Wisdom saving throw. On a failed save, a target takes 12 (2d8 + 3) psychic damage, and it is stunned until the end of its next turn. On a successful save, it takes half as much damage and isn't stunned.

## DARK LORD SPIRIT

Some incredibly powerful dark force users can bind themselves to a location and physcially manifest and remain incredibly potent over a limited geographic area, such as a cave, copse, or abandoned city. This location is their lair.

### LAIR ACTIONS

On initiative count 20 (losing initiative ties), a Dark Lord Spirit can take a lair action to cause one of the following effects; it can't use the same effect two rounds in a row:

- Dark Lord Spirit casts the *coerce mind* power on every creature of his choice in the lair. It needn't see each one, but it must be aware that an individual is in the lair to target that creature. It issues the same command to all the targets.
- Dark Lord Spirit casts the *darness* power four times at its lowest level, targeting different areas with the power. It doesn't need to concentrate on the powers, which end on initiative count 20 of the next round.

### REGIONAL EFFECTS

- The area within 6 miles of the lair becomes overpopulated with lizards, poisonous snakes, and other venoumous beasts.
- Beasts within 1 mile of the lair become violent and crazed -- even creatures that are normally docile.
- Intelligent creatures within half of a mile of the lair frequently see hallucinations of long-dead friends and comrades that vanish after only a brief glimpse.

If the Dark Lord Spirit dies, these effects fade over the course of 1d10 days.

## DARK LORD SPIRIT

*Medium undead, neautral dark side*

**Armor Class** 20 (natural armor)
**Hit Points** 313 (33d8 + 165)
**Speed** 40 ft. walk

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 22 (+6) | 15 (+2) | 21 (+5) | 23 (+6) | 21 (+5) | 26 (+8) |

**Saving Throws** Dex +9, Con +12, Wis +12
**Skills** Deception +15, Insight+12, Perception +12, Persuasion +15
**Damage Resistances** cold, fire, lightning
**Damage Immunities** poison; kinetic, ion and energy from unenhanced weapons.
**Condition Immunities** charmed, exhaustion, frightened, poisoned
**Senses** truesight 120 ft., passive Perception 22
**Languages** all, telepathy 120 ft.
**Challenge** 24 (62,000 XP)

***Innate Forcecasting.*** The spirit's forceasting ability is Charisma (force save DC 23). It can innately cast the following powers:

At will: *coerce mind, fear, improved feedback, sense force, sever force*

3/day each: *darkness, dominate mind, force project, force suppression, sanctuary, telekinesis*

1/day each: *dominate monster, improved force camouflage, mass animation*

***Legendary Resistance (3/day).*** If the spirit fails a saving throw, it can choose to succeed instead.

***Tech Resistance.*** The spirit has advantage on saving throws against tech powers.

### ACTIONS

***Multiattack.*** The spirirt attacks twice with Force Saber.

***Force Saber.*** *Melee Power Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 20 (4d6+6) energy damage plus 10 (3d6) psychic damage.

***Teleport.*** The spirit teleports up to 120 feet into an unoccupied space it can see.

### LEGENDARY ACTIONS

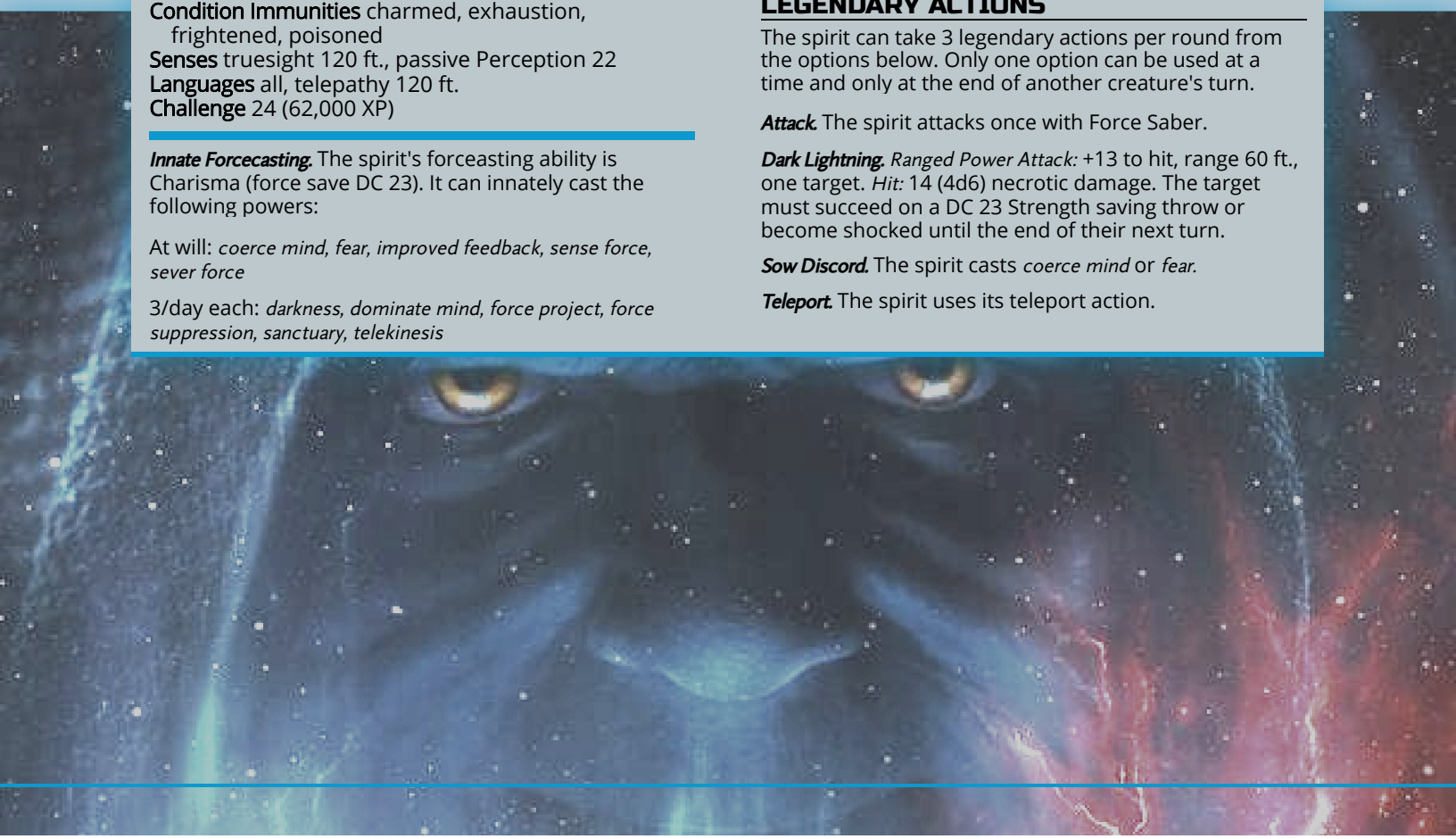
The spirit can take 3 legendary actions per round from the options below. Only one option can be used at a time and only at the end of another creature's turn.

***Attack.*** The spirit attacks once with Force Saber.

***Dark Lightning.*** *Ranged Power Attack:* +13 to hit, range 60 ft., one target. *Hit:* 14 (4d6) necrotic damage. The target must succeed on a DC 23 Strength saving throw or become shocked until the end of their next turn.

***Sow Discord.*** The spirit casts *coerce mind* or *fear.*

***Teleport.*** The spirit uses its teleport action.



## DEATH TROOPERS

Death troopers were an elite variant of stormtroopers designed for stealth, espionage and lethality. Operating under Imperial Intelligence, they served as protective details and bodyguards for significant Imperial officers as well as special-assignment commandos. Death troopers were trained in unarmed combat, heavy weapons, demolitions, and marksmanship. They were experts at covering their tracks, leaving little to no evidence of their missions.

Stormtrooper candidates who excelled at their training were reassigned to the advanced death trooper camp on Scarif. They were required to exceed traditional stormtrooper standards, including height and weight, and had to meet certain ideological standards. The candidates were also subjected to a battery of physical tests and classified surgical enhancements as well as more rigorous training than standard stormtroopers.

They wore black suits of armor that was much more advanced than standard stormtrooper armor. Their helmet had vocal scramblers, micro-motion sensors, targeting systems, and heads-up displays with data on enemy and friendly positions on the battlefield to give them total situational awareness. Their armor was also covered by a spray polymer called reflec, which warped electromagnetic signals commonly found in sensor arrays, making them well suited for stealth operations. Death troopers were equipped with a variety of weapons depending on their specialities including the SE-14r light repeating blasters, E-11Ds, DLT-19D heavy blaster rifles, C-25 fragmentation grenades and Sonic Imploders.

### DEATH TROOPER

*Medium humanoid (human), lawful dark side*

**Armor Class** 16 (battle armor)
**Hit Points** 97 (15d8 + 30)
**Speed** 30 ft. walk

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 14 (+2) | 19 (+4) | 15 (+2) | 11 (+0) | 13 (+1) | 11 (+0) |

**Skills** Perception +7, Stealth +10, Survival +4
**Senses** truesight 15 ft., blindsight 30 ft., darkvision 60 ft., passive Perception 17
**Languages** Galactic Basic, one other of your choice
**Challenge** 6 (2,300 XP)

***Skirmish.*** The trooper can use Disengage as a bonus action.

***Precise Shot (3/Day).*** As a bonus action before making a ranged weapon attack, the trooper can take aim at a vital point of a target causing an extra 7 (2d6) energy damage on a hit.

***Enhanced Sensors.*** The trooper has advantage on Wisdom (Perception) checks that rely on hearing or sight.

***Enhanced Weapons.*** The troopers weapon attacks are enhanced.

***Stealthy.*** The trooper can take the Hide action as a bonus action.

***Surprise Attack.*** If the trooper surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 10 (3d6) damage from the attack.

#### ACTIONS

***Multiattack.*** The trooper makes two melee attacks or four ranged attacks.

***Techblade.*** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 +4) kinetic damage.

***Blaster Rifle.*** *Ranged Weapon Attack:* +7 to hit, range 100/400 ft., one target. *Hit:* 8 (1d8 + 4) energy damage.

***Volley (Recharge 5-6).*** The trooper shoots a rain of deadly blaster bolts in a 30-foot cone. Each creature in that area must make a DC 15 Dexterity saving throw, taking 22 (4d8 + 4) energy damage on a failed save, or half as much damage on a successful one.

## DEWBACKS

Dewbacks were large, four-legged, omnivorous, cold-blooded reptiles native to the Dune Sea of Tatooine. As such, they were well-adapted to the harsh desert climate. This and the fact that they could be easily domesticated made them commonly employed as beasts of burden by both the inhabitants of the desert planet and the off-worlders wandering its dunes.

***Behavior.*** While they had a reputation for being solitary animals, wild dewbacks were also known to roam the seemingly endless deserts of Tatooine in single-file packs of two to five, searching for food and moisture during the day. To retain warmth and conserve energy, the dewbacks huddled together at night. The dew that accumulated on their backs during the night was both a source of moisture in the morning and the origin of the species's name.

***Biology & Appearance.*** Adult dewbacks stood at 1.3 to 2.1 meters in height and could reach lengths of 2 to 3 meters. Though most of them were green, dewbacks with red, brown, gray and most rarely blue scales were known to exist. It was common for these scales to have a mottled or camouflage pattern to them. The special melanins contained within a dewback's hide, which cut down on the glare from the twin suns of Tatoo I and Tatoo II, preserved vital fluids and gave it the ability to go days without water and endure the extreme heat.

***Mounts.*** Dewbacks were sold by Rothana Heavy Engineering to be used as mounts by Imperial troops. They were bundled in a herd of six animals and cost 16000 credits.

### DEWBACK, ADOLESCENT

*Large beast, unaligned*

**Armor Class** 11 (natural armor)
**Hit Points** 34 (4d10 + 12)
**Speed** 40 ft., Swim 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 19 (+4) | 10 (-+0 | 16 (+3) | 2 (-4) | 13 (+1) | 7 (-2) |

**Skills** Perception +3
**Senses** passive Perception 13
**Languages** —
**Challenge** 1 (200)

***Keen Smell.*** The dewback has advantage on Wisdom (Perception) checks that rely on smell.

#### ACTIONS

***Multiattack.*** The dewback makes two attacks: one with its bite and one with its claws.

***Bite.*** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d8+4) kinetic damage.

***Claw.*** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 11 (2d6+4) kinetic damage.

### DEWBACK, ADULT

*Large beast, unaligned*

**Armor Class** 12 (natural armor)
**Hit Points** 42 (5d10 + 15)
**Speed** 40 ft., Swim 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 20 (+5) | 10 (-+0 | 16 (+3) | 2 (-4) | 13 (+1) | 7 (-2) |

**Skills** Perception +3
**Senses** passive Perception 13
**Languages** —
**Challenge** 2 (450)

***Keen Smell.*** The dewback has advantage on Wisdom (Perception) checks that rely on smell.

#### ACTIONS

***Multiattack.*** The dewback makes two attacks: one with its bite and one with its claws.

***Bite.*** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d8+5) kinetic damage.

***Claw.*** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 12 (2d6+5) kinetic damage.

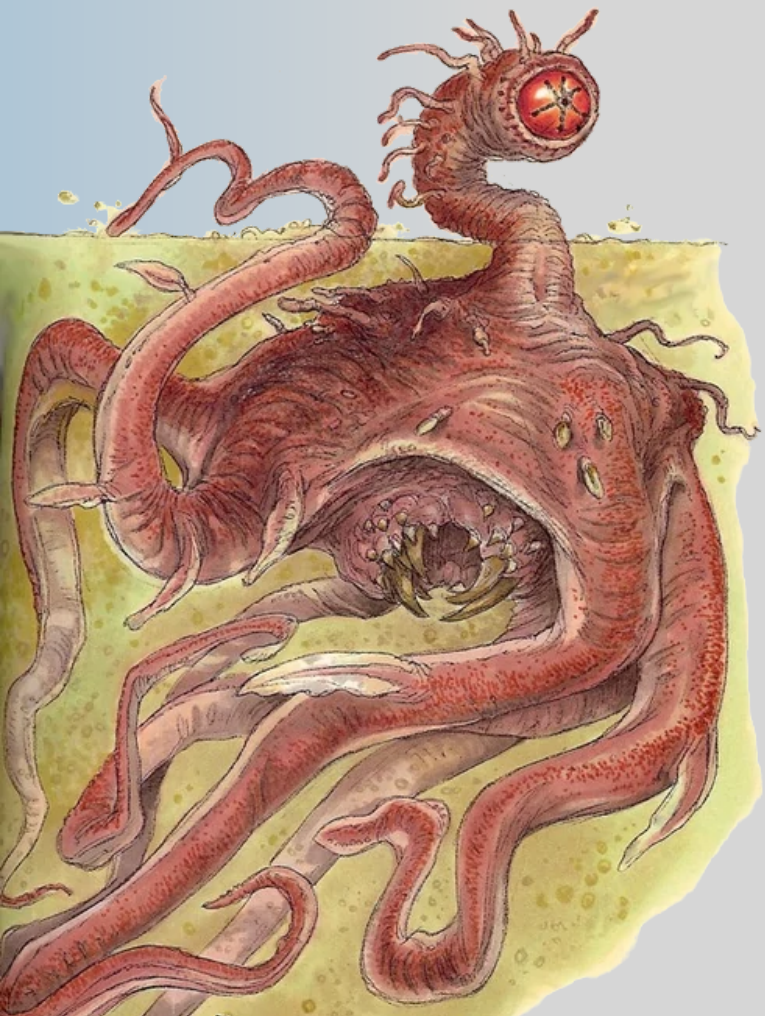
# DIANOGA

Dianoga were large cephalopods, capable of growing up to ten meters in length, though most specimens grew to approximately five or six meters. They had a single eyestalk protruding from their mollusk-like bodies, and seven suckered tentacles surrounding a fanged maw containing a sharp serrated probe.

Their bodies would become transparent when unfed, and, conversely, were known to change to reflect the color of the food they had eaten. This was achieved by diverting small portions of digested food into a series of ducts underneath the creature's skin, which would appear to affect the color of the dianoga's flesh.

Over many millennia, dianoga migrated from Vodran by stowing away aboard garbage ships in their microscopic larval forms, and could be commonly found in trash compactors, garbage pits, and sewers across the galaxy, living off any present organic matter. They were primarily scavengers, and only posed a threat to living creatures when starving or threatened. Because of their penchant for living in and feeding on organic waste, dianoga were sometimes referred to as garbage squids, sewage squids, or trash monsters.

Smaller dianoga were known to crawl out of toilets. Despite this, they could prove useful, since they served to rid waste of biological material, leaving behind salvageable minerals and metals. Only when a dianoga grew too large was it usually considered a threat, especially in urban areas. However, the presence of a single dianoga was often cause for alarm, since the creatures were self-fertilizing hermaphrodites, and could quickly multiply to pose a larger problem.



## A DIANOGA'S LAIR

A dianoga can often be found in trash compactors, garbage pits, sewers, water treatment facilities, and the like, throughout the galaxy. Alternatively, some Dianoga's still live in natural environments such lakes and swamps.

A dianoga knows its territory like the back of its tentacle, and can use the terrain to it's advantage. When found in a confined setting with lots of refuse, such as in a garbage compactor, dianoga's are at their most deadly.

A dianoga encountered in it's lair has a challenge rating 1 higher than otherwise indicated.

### LAIR ACTIONS

On initiative count 20 (losing initiative ties, the dianoga can take a lair action to cause one of the following effects; the dianoga cannot use the same effect two rounds in a row:

- The water within 60 ft. of the dianoga is filled with rippling waves. Until initiative count 20 on the next round, that area is difficult terrain, and when a Medium or smaller creature moves into that area or starts its turn there, it must succeed on a DC 13 Strength saving throw or be knocked prone.
- The dianoga retreats into the water and becomes invisible until initiative count 20 on the next turn or until the dianoga attacks, whichever comes first.
- The dianoga causes the effects of the *Burst* power cast by a 1st level caster at any point it can see within the lair.

### REGIONAL EFFECTS

- The area within 120 ft. of the lair (if not separated from the lair by walls) is filled with a odorous mist, lightly obscuring the area. The mist can be cleared away, for example, by a light wind, if the lair is not enclosed.
- The area surrounding the lair is permeated by the stench of death and decay. If a creature spends as least 1 hour within 500 ft. of the lair (if not separated from the lair by walls), the creature must succeed a DC 12 Constitution saving throw or become poisoned. A short rest in clean air will remove this poisoned condition.
- Molds and fungi do not grow on surfaces within 500 ft. of the lair, even where they would normally find purchase.
- There are no obviously organic surfaces or creatures within 120ft. of the lair.

If the Dianoga dies, these effects fade over the course of 1d10 days.

## DIANOGA, ADOLESCENT

*Large beast, unaligned*

**Armor Class** 13 (natural armor)
**Hit Points** 51 (6d10 + 18)
**Speed** 15 ft., swim 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 14 (+2) | 13 (+1) | 16 (+3) | 4 (-3) | 12 (+1) | 5 (-3) |

**Skills** Stealth +3
**Damage Resistance** necrotic, poison
**Senses** darkvision 60 ft., passive Perception 11
**Languages** Dianoga
**Challenge** 2 (450 XP)

***Limited Amphibiousness.*** The dianoga can breathe air and water, but it needs to be submerged at least once every 4 hours to avoid suffocating.

### ACTIONS

***Multiattack.*** The dianoga can make two attacks: one with its tentacles and one with its bite.

***Tentacles.*** *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 4 (1d4 + 2) kinetic damage, and the target is grappled (escape DC 11). Until this grapple ends, the target is restrained.

***Bite.*** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) kinetic damage. If the target is a creature, it must succeed on a DC 13 Constitution saving throw or be poisoned for 1 minute. Until the poison ends, the target is paralyzed. The target can repeat the saving throw at the end of each of its turns, ending the poison on itself on a success.

## DIANOGA, ADULT

*Huge beast, unaligned*

**Armor Class** 14 (natural armor)
**Hit Points** 105 (10d12 + 40)
**Speed** 15 ft., swim 60 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 18 (+4) | 15 (+2) | 19 (+4) | 6 (-2) | 13 (+1) | 6 (-2) |

**Saving Throws** Constitution +7
**Skills** Stealth +5
**Damage Resistance** necrotic, poison
**Senses** darkvision 60 ft., passive Perception 11
**Languages** Dianoga
**Challenge** 5 (1,800 XP)

***Grasping Tendrils.*** The dianoga can have up to seven at a time. Each tentacle can be attacked (AC 20; 10 hit points; immunity to poison and psychic damage). Destroying a tentacle deals no damage to the dianoga, which can extrude a replacement tentacle on its next turn. A tentacle can also be broken if a creature takes an action and succeeds on a DC 16 Strength check against it.

***Limited Amphibiousness.*** The dianoga can breathe air and water, but it needs to be submerged at least once every 4 hours to avoid suffocating.

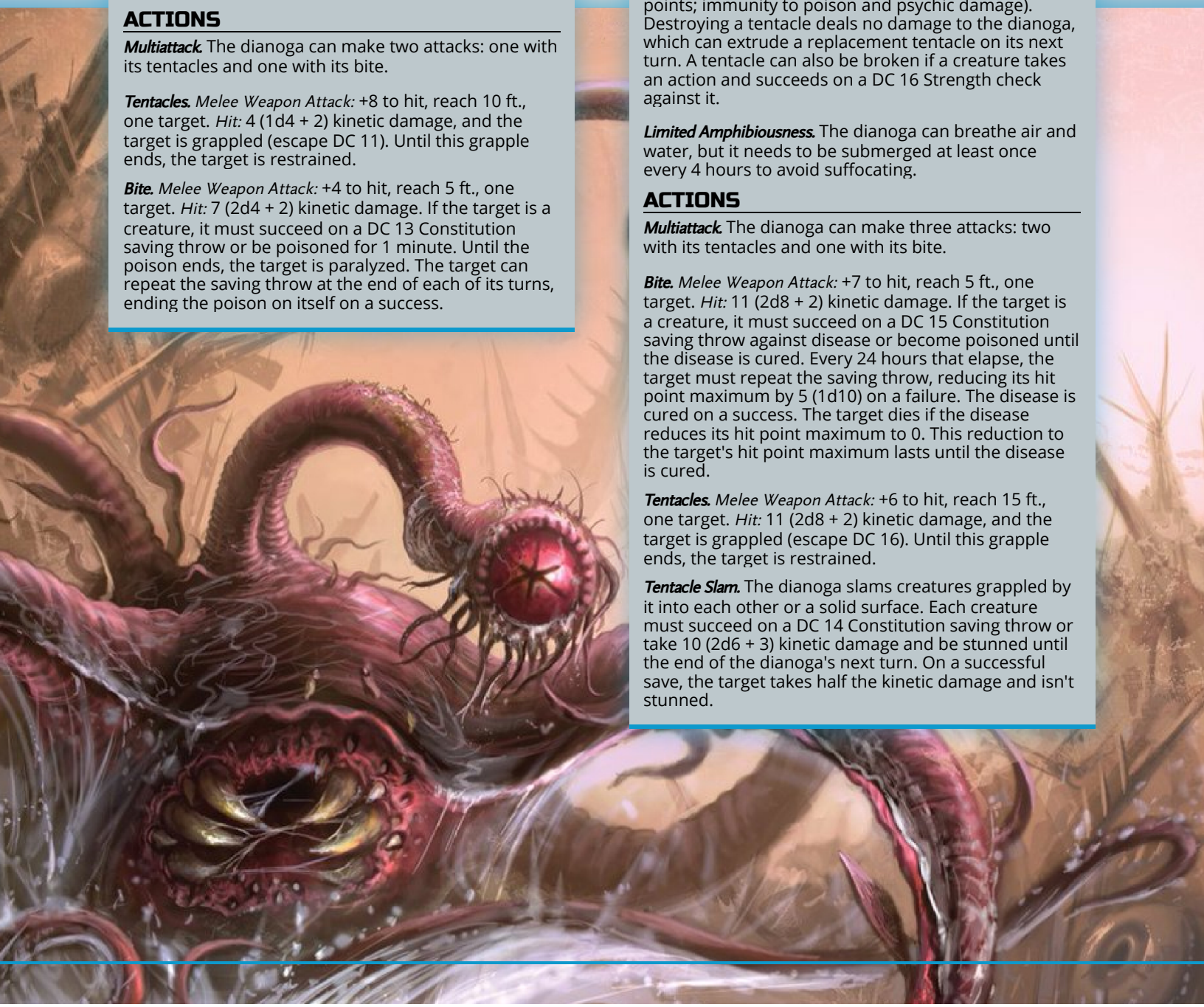
### ACTIONS

***Multiattack.*** The dianoga can make three attacks: two with its tentacles and one with its bite.

***Bite.*** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d8 + 2) kinetic damage. If the target is a creature, it must succeed on a DC 15 Constitution saving throw against disease or become poisoned until the disease is cured. Every 24 hours that elapse, the target must repeat the saving throw, reducing its hit point maximum by 5 (1d10) on a failure. The disease is cured on a success. The target dies if the disease reduces its hit point maximum to 0. This reduction to the target's hit point maximum lasts until the disease is cured.

***Tentacles.*** *Melee Weapon Attack:* +6 to hit, reach 15 ft., one target. *Hit:* 11 (2d8 + 2) kinetic damage, and the target is grappled (escape DC 16). Until this grapple ends, the target is restrained.

***Tentacle Slam.*** The dianoga slams creatures grappled by it into each other or a solid surface. Each creature must succeed on a DC 14 Constitution saving throw or take 10 (2d6 + 3) kinetic damage and be stunned until the end of the dianoga's next turn. On a successful save, the target takes half the kinetic damage and isn't stunned.



## DRAGONSNAKE

Living in the murky waters of swamp-covered planets such as Dagobah and Nal Hutta, the dragonsnakes were large serpentlike beasts with sharp fangs. Although voracious, they were incapable of digesting metal. They hid under the muddy water, waiting for their next meal to come close enough. After snatching its prey, a dragonsnake would then dive back under the water.

***Biology & Appearance.*** Dragonsnakes were well armored with razor fins, and had rows of sharp fangs in their mouths. They used their wide tails to propel them through their watery habitat; their long arms were mostly used for digging or grasping. In mass, they could be up to 50,000 kilograms. The dragonsnake was a patient predator, usually lying in wait under the water until its prey wandered too close to the water's edge. Lashing out with fins and fangs, the dragonsnake would drag its victim underwater, coiled in its body, until it drowned.

Only a few fellow Dagobah creatures posed a threat to dragonsnakes as their scales were durable enough to withstand most melee and vibroweapons and even small arms fire. Dragonsnakes were known to fight the monstrous swamp slugs of Dagobah. Even if devoured by the giant beasts, dragonsnakes could gnaw through the swamp slug's stomach and burst out of its belly. Dragonsnakes rarely mated more often than once every ten standard years, with females laying one to six eggs. These were buried and abandoned, usually resulting in consumption by predators. Hatchlings achieved full size within months and were adults.

A breed of dragonsnake that resided on Nal Hutta differed greatly in its physiology, notably lacking arms and long external ears. Their body was covered in bioluminescent nodules, giving them a similar appearance to the Colo claw fish of Naboo.

***History.*** At some point during the pan-galactic conflict known as the Clone Wars, the Jedi Masters Obi-Wan Kenobi and Quinlan Vos attempted to track down Ziro the Hutt on Nal Hutta. During the mission, Kenobi was attacked by a local dragonsnake. The creature was killed when the Jedi Master thrust his ignited lightsaber in the dragonsnake's head.

In 3 ABY, the aspiring Jedi Luke Skywalker accidentally landed in the middle of watery peat bog on Dagobah. A hungry dragonsnake that hid there snatched Skywalker's astromech droid R2-D2, mistaking him for a living organism. Upon realizing that its prey was inedible, the dragonsnake forcefully spat out the droid, who survived the encounter unscathed.

### DRAGONSNAKE

*Large beast, unaligned*

**Armor Class** 14 (natural armor)
**Hit Points** 85 (10d10 + 30)
**Speed** 20 ft., swim 40 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 20 (+5) | 15 (+2) | 16 (+3) | 2 (-4) | 12 (+1) | 5 (-3) |

**Skills** Perception +4, Stealth +5
**Damage Resistance** acid, poison; energy, ion, and kinetic from unenhanced weapons
**Senses** passive Perception 14
**Languages** —
**Challenge** 8 (3,900 XP)

***Hold Breath.*** The dragonsnake can hold its breath for 1 hour.

***Surprise Attack.*** If the dragonsnake surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 7 (2d6) damage from the attack.

#### ACTIONS

***Multiattack.*** The dragonsnake can make three attacks: two with its claws and one with its bite.

***Bite.*** *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 15 (3d6 + 5) kinetic damage.

***Claws.*** Melee Weapon Attack: +8 to hit, reach 10 ft., one target. Hit: 12 (2d6 + 5) kinetic damage.

# DROID STARFIGHTERS

A droid starfighters are automated starfighters that are droids themselves, instead of being a vessel piloted by another creature or droid. They were used prior to and during the Clone Wars, having the great advantage that if the ship was destroyed lives would be spared. There are several types of droid starfighters like Hyena-class bombers, Vulture droid starfighters, and Droid tri-fighters. Several of these fighters are capable of ground-based locomotion and combat.

## HYENA-CLASS BOMBER

The Hyena-class bomber, also known simply as the Hyena droid bomber, Hyena Droid or Hyena bomber, was a droid bomber used by the Confederacy of Independent Systems as a heavy ordnance craft during the Clone Wars. The Hyena bomber also was used as a fighter, but only when needed.

The Hyena-class bomber is similar in design to the Vulture-class fighter, but has a broader fuselage and two "head" units. Unlike the Vulture Droid, the Hyena bomber's wings separate in the middle while in "walker" mode. The Hyena-class bomber is capable of carrying four proton bombs, six proton torpedoes and six concussion missiles inside the bomb bay beneath the hull. The Hyena bomber also carried two light laser cannons.

### HYENA-CLASS BOMBER

*Huge droid, unaligned*

**Armor Class** 14 (armor plating)
**Hit Points** 168 (16d12+64)
**Speed** 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 19 (+4) | 10 (+0) | 18 (+4) | 13 (+1) | 15 (+2) | 7 (-2) |

**Skills** Perception +6
**Damage vulnerabilities** ion
**Damage Resistances** necrotic, poison, psychic
**Condition Immunities** poison, disease
**Senses** darkvision 60 ft., passive Perception 16
**Languages** Binary, Galactic Basic
**Challenge** 6 (2,300 XP)

***Circuitry.*** The bomber has disadvantage on saving throws against effects that would deal ion or lightning damage.

***Siege Monster.*** The bomber deals double damage to objects and structures.

#### ACTIONS

***Multiattack.*** The bomber makes two light laser cannon attacks or two slam attacks.

***Slam.*** *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 13 (2d8+4) kinetic damage.

***Light Laser Cannons.*** *Ranged Weapon Attack:* +0 to hit, range 100/200, one target. *Hit:* 42 (5d12+10) energy damage.

***Concussion Missile (4/maintenance).*** *Ranged Weapon Attack:* +2 to hit, range 100/200, one target. *Hit:* 16 (3d10) kinetic damage. Hit or miss, the target and each creature within 15 feet must make a Dexterity saving throw (DC 10), taking 16 (3d10) energy damage on a failed save, or half as much on a successful one.

***Proton Torpedo (4/maintenance).*** *Ranged Weapon Attack:* +2 to hit, range 300/600, one target. *Hit:* 11 (2d10) kinetic damage. Hit or miss, the target and each creature within 15 feet must make a Dexterity saving throw (DC 10), taking 11 (2d10) energy damage on a failed save, or half as much on a successful one.

#### REACTIONS

***Deflector Shield.*** The bomber adds 3 to its AC against one attack that would hit it. To do so, the bomber must see the attacker.

## VULTURE-CLASS DROID

The Variable Geometry Self-Propelled Battle Droid, Mark I, also known as the Vulture-class droid starfighter, or more simply as the vulture droid, is an unmanned model of droid starfighter manufactured by Haor Chall Engineering and utilized by the Trade Federation and the Confederacy of Independent Systems. Constructed in the cathedral factories of Xi Char, their creation through precision manufacturing is considered an act of religious worship.

Like the ground forces made up of battle droids, vulture droids are sometimes remote controlled by a control ship. However, later generations of the fighter are able to operate with limited independence due to the installation of artificial intelligence. They are also known to be able to communicate with each other by chattering. While not in flight, vulture droids can transform into walking mode to patrol the surface or provide support during battles, and are specifically designed to fill both space and ground-based roles.

The vulture droid carries four blaster cannons and two energy torpedo launchers, and can reach 1200 kilo-meters per hour in a planet's atmosphere. In walker-mode, the Vulture-class could only use its two torpedo launchers as its cannons were situated on the legs and pointed downwards. While in this mode, the droid starfighter can also latch onto surfaces in zero gravity, allowing it to launch directly from the external hull of a capital ship. Vultures are also capable of being programmed to self-destruct if their link with their host control ship is severed.

Vulture droid starfighters are usually named by a six-digit designation number, consisting of DFS- and a three-digit alpha-numeric combination, as illustrated by the fighters DFS-1VR and DFS-4CT.

### VULTURE-CLASS DROID

*Huge droid, unaligned*

**Armor Class** 13 (armor plating)
**Hit Points** 90 (12d10+)
**Speed** 30 ft., climb 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 17 (+3) | 12 (+1) | 14 (+2) | 9 (-1) | 15 (+2) | 7 (-2) |

**Skills** Perception +5
**Damage vulnerabilities** ion
**Damage Resistances** necrotic, poison, psychic
**Condition Immunities** poison, disease
**Senses** darkvision 60 ft., passive Perception 15
**Languages** Binary, Galactic Basic
**Challenge** 3 (700 XP)

***Circuitry.*** The starfighter has disadvantage on saving throws against effects that would deal ion or lightning damage.

***Fragile Flyer.*** The startfighter cannot enter flight mode if it has fewer than 70 hit points.

***Mag-lock Limbs.*** The starfighter can climb metal surfaces, including upside down on ceilings, without needing to make an ability check.

#### ACTIONS

***Multiattack.*** The starfighter makes two slam attacks.

***Slam.*** *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 10 (2d6+3) kinetic damage.

***Proton Torpedo (2/maintenance).*** *Ranged Weapon Attack:* +3 to hit, range 300/600, one target. *Hit:* 9 (2d8) kinetic damage. Hit or miss, the target and each creature within 15 feet must make a Dexterity saving throw (DC 11), taking 9 (2d8) energy damage on a failed save, or half as much on a successful one.

#### REACTIONS

***Deflector Shield.*** The starfighter adds 3 to its AC against one attack that would hit it. To do so, the starfighter must see the attacker.

#### CIS VARIANT

The standard statblock assumes a Trade Federation droid. After the clone wars began in earnest, the CIS variant came into use. To use this variant, simply swap out the vulture droid's proton torpedo attack for the attack below.

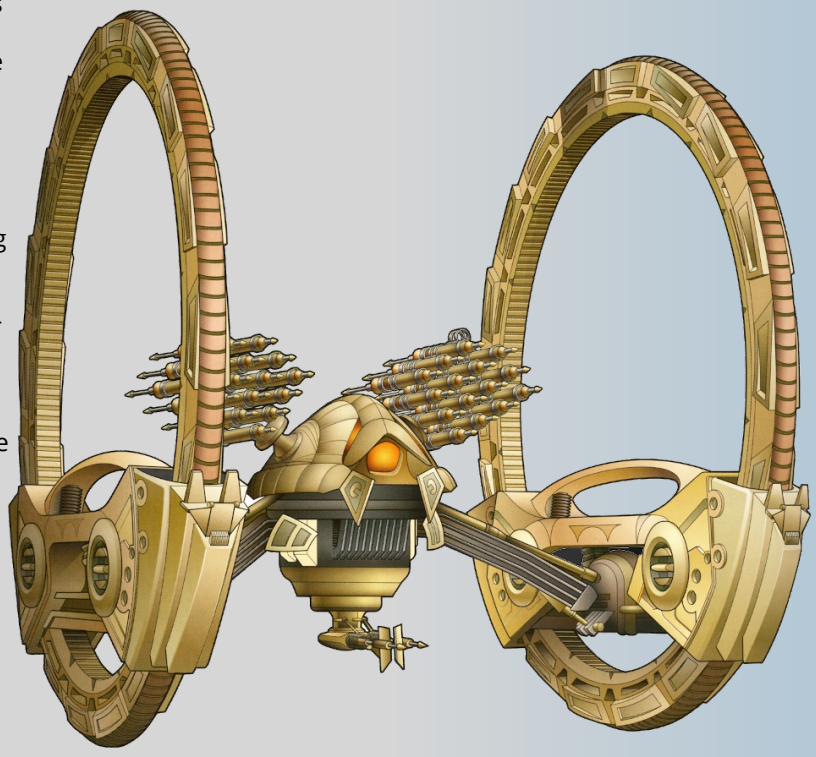
***Concussion Missile (2/maintenance).*** *Ranged Weapon Attack:* +3 to hit, range 100/200, one target. *Hit:* 13 (3d8) kinetic damage. Hit or miss, the target and each creature within 15 feet must make a Dexterity saving throw (DC 11), taking 13 (3d8) energy damage on a failed save, or half as much on a successful one.

## DROID TANK

The IG-227 Hailfire-class droid tank, also known simply as the hailfire droid or wheel droid, is a model of droid tank manufactured by Haor Chall Engineering that was used by the InterGalactic Banking Clan and Confederacy of Independent Systems during the Clone Wars as well as the Alliance to Restore the Republic during the Galactic Civil War.

Able to roll rapidly into action, the IG-227 Hailfire-class droid tank is an armored missile platform easily identified by its treaded, hoop-like drive wheels 8.5 meters in diameter capable of moving it at intimidating speeds. Their light armor plating, brown and silver in color, made them fast at the cost of making them vulnerable to infantry attacks. Their red photoreceptor "eye" could lock on to both land and air targets at impressive distances, greatly improving the range of their missiles.

Hailfire droids are equipped with two racks of missile launcher pods on either side of their heads, each carrying 15 guided missile warheads that leave behind a trail of black exhaust when fired. These projectiles are especially effective against stationary or slow-moving targets on terrain where blaster weapons are unusable due to a lack of clear lines of sight. The missiles are most effective at ranges less than a kilometer and follow deliberately swerving, evasive trajectories. When the missiles are depleted, a hailfire droid is forced to rely upon its twin chin-mounted blasters.



### IG-227 HAILFIRE-CLASS DROID

*Huge droid, unaligned*

**Armor Class** 16 (armor plating)
**Hit Points** 168 (16d12 + 64)
**Speed** 50 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 20 (+5) | 18 (+4) | 19 (+4) | 10 (+0) | 10 (+0) | 1 (-5) |

**Saving Throws** Dex +9, Wis +5, Cha +0
**Damage Vulnerabilities** ion
**Damage Resistances** necrotic, poison, psychic
**Condition Immunities** poison, disease
**Senses** darkvision 120ft., passive Perception 10
**Languages** Binary, Galactic Basic
**Challenge** 14 (15,000 XP)

***Circuitry.*** The droid tank has disadvantage on saving throws against effects that would deal ion or lightning damage.

#### ACTIONS

***Multiattack.*** The droid tank makes two medium laser cannon attacks.

***Crushing Stride.*** The droid tank moves up to its speed in a straight line. During this move, it can enter Large or smaller creatures' spaces. A creature whose space the droid tank enters must make a DC 18 Dexterity saving throw. On a successful save, the creature is pushed 5 feet to the nearest space out of the droid tank's path . On a failed save, the creature falls prone and takes 28 (8d6) bludgeoning damage. If the droid tank remains in the prone creature's space, the creature is also restrained until it's no longer in the same space as the droid tank. While restrained in this way, the creature, or another creature within 5 feet of it, can make a DC 18 Strength check. On a success, the creature is shunted to an unoccupied space of its choice within 5 feet of the droid tank and is no longer restrained.

***Medium Laser Cannon.*** *Ranged Weapon Attack* +9 to hit, 100/400, one target. Hit 20 (3d10 + 4) energy damage.

***Missile Launchers (10/Day).*** The droid tank launches three missiles at points within 240 feet of it that it can see. Each creature within a 10-foot radius sphere of each point must make a DC 18 Dexterity saving throw, taking 21 (6d6) fire and 21 (6d6) kinetic damage on a failed save, or half as much damage on a successful one. A creature in the area of more than one sphere is affected only once. Large and larger constructs and structures have disadvantage on the saving throw, and suffer an additional 21 (6d6) fire and 21 (6d6) kinetic damage if they fail the save by 10 or more.

## ENERGY SPIDER

Energy spiders or spice spiders are arachnids that inhabit the spice mines of Kessel. They live in complete darkness inside the mine's caves spinning webs made of glitterstim, a rare kind of spice. When fed ryll, the energy spiders produce glitteryll and grow to large sizes. A number of the creatures have been smuggled onto Ryloth, which is one of the few other worlds capable of supporting them.

***Behavior.*** The spiders shoot webbing from their mouths to capture prey, impale them and then quickly suck the life energy from them. The spiders are known to feed on bogeys, as they are sources of pure energy that caused the glitterstim to react and produce light, alerting the spiders to their presence. The spiders also disliked bright light, since they lived in pitch black caves. Energy spiders were, however, drawn to the light produced by the glitterstim-bogey interaction, and there are even cases of mistaking other lighting sources for this interaction. They are one of the many threats faced by the spice miners, especially those who wander too deep into the caves where the spiders lived. Often, the administrators and superiors on Kessel will send disruptive prisoners to work in these deep tunnels, ensuring an often permanent solution to a prisoner problem. As energy spiders feed on energy, blaster bolts are ineffective against them and are merely absorbed. Curiously, ion weapons, since they affect energy and its distribution, are highly effective (but not lethal) against them.

### ENERGY SPIDER

*Small beast, unaligned*

**Armor Class** 13
**Hit Points** 18 (4d6 + 4)
**Speed** 30 ft., climb 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 12 (+1) | 16 (+3) | 13 (+1) | 3 (-4) | 12 (+1) | 4 (-3) |

**Skills** Stealth +7, Perception +3
**Damage Vulnerabilities** ion
**Damage Immunities** energy
**Senses** blindsight 10 ft., darkvision 120 ft., passive Perception 13
**Languages** —
**Challenge** 1/2 (100 XP)

***Energy Absorption.*** Whenever the spider is subjected to energy damage, it takes no damage and instead regains a number of hit points equal to the energy damage dealt.

***Sunlight Sensitivity.*** While in sunlight, the spider has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

***Spider Climb.*** The spider can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

***Web Sense.*** While in contact with a web, the spider knows the exact location of any other creature in contact with the same web.

***Web Walker.*** The spider ignores movement restrictions caused by webbing.

#### ACTIONS

***Bite.*** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) kinetic damage.

***Web (Recharge 5-6).*** *Ranged Weapon Attack:* +5 to hit, range 30/60 ft., one creature. *Hit:* The target is restrained by webbing. As an action, the restrained target can make a DC 12 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 10; hp 5; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage).

### GLITTERSTIM

Giving the user a brief, pleasurable, telepathic boost and heightened mental state, glitterstim is a valuable and potent variety of the drug family "spice" that is mined on Kessel and is tightly controlled by the Galactic Empire.

Produced from the webs of spice spiders, the spice is photoactive, so it has to be mined in total darkness and packaged in an opaque paper or be ruined. Glitterstim is quite addictive—casual use can quickly lead to full-blown addiction. "Cutters" prepare the spice for sale. Glitterstim addicts are sometimes called "glit-biters."

## EXOGORTH

The exogorth, colloquially known as the space slug, is a gigantic species of toothed gastropod.

***Biology.*** They are silicon-based lifeforms that survive in the vacuum of space by making their homes in the caverns and craters of asteroids. The average adult space slug grows to about 10 meters in length. Space slugs reproduce asexually by fission. Once an adult slug reaches a about 10 meters in length, a chemical trigger causes it to split apart into two identical but smaller slugs. Occasionally, this mechanism is overridden, and the slug grows to monstrous sizes that rival capital ships in sheer bulk, with some weighing over a million kilograms.

***Travel.*** A space slug travels through the asteroid fields they inhabit by pushing off the surface of one asteroid and floating through space to land on another. They also use stellar winds to help propel themselves through space. Through highly evolved sense of spatial awareness, they are capable of calculating the trajectory and distance of perilous moving bodies around them. This sense of spatial acuity also aids them in hunting food.

***Feeding.*** They feed on the minerals of asteroids, various stellar energy fields, mynocks (another silicon-based lifeform), ships, and other unfortunate creatures that unknowingly pass into its mouth. They are able to anchor themselves into a cave in an asteroid with tendrils, which also draws nutrition directly from the asteroid itself. Although their primary diet, similar to Mynocks, is passive radiation, they tend to chomp on rocks and metal as well. On occasion, a naturally occurring chemical trigger causes the space slug to kill whatever is near them. Colossal slugs are known to take sizable bites out of capital ships that pass too close to the slug's current dwelling, and even swallow smaller vessels whole. At these sizes, the mynocks they eat will often become internal parasites, rather than nourishment, living inside the cave-like esophagus of the slugs that ate them. Some slugs have entire ecosystems of other life living within their digestive tracts.

***Variations.*** Giant space slugs are larger than average ones. It remains unclear if they were a separate species from the common space slug, or just individuals larger than normally reported.

Crimson slugs are native to the asteroids of Tapani sector and distinguished by a red stripe down either side of the body.

Cularin space slugs are found in the Cularin system and are comparatively easy to train. Some theorize that they are descended from a domesticated form of space slug. Other theories hold that these exogorths are descended from natives to the world which formed the Cularin system asteroid belt (Oblis) before its destruction, and that these creatures survived and adapted to the void of space. They may have been related to—or the same creature as—the space worms which hollowed out the moon Eskaron.

## EXOGORTH, ADOLESCENT

*Huge beast, unaligned*

**Armor Class** 17 (Natural Armor)
**Hit Points** 168 (16d12 + 64)
**Speed** 50 ft., burrow 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 23 (+6) | 16 (+3) | 18 (+4) | 1 (-5) | 10 (+0) | 8 (-1) |

**Saving Throws** Con +8, Wis +4
**Damage Resistance** acid and poison (interior only); energy, ion, and kinetic from unenhanced weapons (exterior only)
**Senses** Blindsight 30 Ft., Tremorsense 60 Ft., passive Perception 10
**Languages** —
**Challenge** 11 (7,200 XP)

***Tunneler.*** The exogorth can burrow through solid rock at half its burrow speed and leaves a 5-foot-diameter tunnel in its wake.

***Legendary Resistance (1/day).*** If the exogorth fails a saving throw, it can choose to succeed instead.

***Huge Strength.*** The exogorth's melee weapon attacks are considered enhanced.

***Siege Monster.*** The exogorth deals double damage to objects and structures.

***Space-borne.*** The exogorth can survive in the vacuum of space.

### ACTIONS

***Multiattack.*** The exogorth makes two attacks: one with its bite and one with its tail.

***Bite.*** *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 15 (2d8 + 6) kinetic damage. If the target is a Medium or smaller creature, it must succeed on a DC 16 Dexterity saving throw or be swallowed by the exogorth. A swallowed creature is blinded and restrained, it has total cover against attacks and other effects outside the exogorth, and it takes 14 (4d6) acid damage at the start of each of the exogorth's turns.

If the exogorth takes 30 damage or more on a single turn from a creature inside it, the exogorth must succeed on a DC 14 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the exogorth. If the exogorth dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 15 feet of movement, exiting prone.

***Tail.*** *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 13 (2d6 + 6) kinetic damage. If the target is a creature, it must succeed on a DC 16 Strength saving throw or be knocked prone

## EXOGORTH, ADULT

*Gargantuan beast, unaligned*

**Armor Class** 18 (Natural Armor)
**Hit Points** 247 (15d20 + 90)
**Speed** 50 ft., burrow 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 28 (+9) | 7 (-2) | 22 (+6) | 1 (-5) | 8 (-1) | 4 (-3) |

**Saving Throws** Con +11, Wis +4
**Damage Resistance** acid and poison (interior only); energy, ion, and kinetic from unenhanced weapons (exterior only)
**Senses** Blindsight 30 Ft., Tremorsense 60 Ft., passive Perception 9
**Languages** —
**Challenge** 15 (13,000 XP)

***Tunneler.*** The exogorth can burrow through solid rock at half its burrow speed and leaves a 10-foot-diameter tunnel in its wake.

***Legendary resistance (3/day).*** If the exogorth fails a saving throw, it can choose to succeed instead.

***Gargantuan Strength.*** The exogorth's melee weapon attacks are considered enhanced.

***Siege Monster.*** The exogorth deals double damage to objects and structures.

***Space-borne.*** The exogorth can survive in the vacuum of space.

### ACTIONS

***Multiattack.*** The exogorth makes two attacks: one with its bite and one with its tail.

***Bite.*** *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 22 (3d8 + 9) kinetic damage. If the target is a Large or smaller creature, it must succeed on a DC 19 Dexterity saving throw or be swallowed by the exogorth. A swallowed creature is blinded and restrained, it has total cover against attacks and other effects outside the exogorth, and it takes 21 (6d6) acid damage at the start of each of the exogorth's turns.

If the exogorth takes 30 damage or more on a single turn from a creature inside it, the exogorth must succeed on a DC 21 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the exogorth. If the exogorth dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 20 feet of movement, exiting prone.

***Tail.*** *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 19 (3d6 + 9) kinetic damage. If the target is a creature, it must succeed on a DC 19 Strength saving throw or be knocked prone.

## FAMBAAS

Large non-sentient amphibians native to Naboo and Onderon, biologists surmise that both the fambaas and the falumpasets of Onderon were originally brought there by Naboo merchants, but there is little fossil evidence to back up that hypothesis. Their only known predators are sando aqua monsters breaching the surface of the swamp.

***Biology.*** Fambaas obtain food by knocking over trees to get at leaves and berries. They also forage for underwater plants, breathing underwater and swimming with ease. Fambaas reach sizes of up to 9 meters.

Females lay large numbers of sticky, gelatinous eggs, which they deposit in puddles and underwater. The young hatch with moist skin and gills, and upon maturity, the gills disappear and their skin hardens.

***Herds.*** In the wild, fambaas travel in herds of up to twelve, but form breeding herds of hundreds of family units that are so large they are traditionally put to pasture in sacred swampy areas. There are also special fambaa stables contained inside the underwater hydrostatic bubble-enclosed cities for the domesticated breeds kept by Gungans.

***Domestication.*** The fambaa have been domesticated by Gungans for millennia as beasts of burden and cavalry/artillery draft beasts, sometimes carrying portable deflector shield generators or large booma cannons.

### FAMBAA

*Huge beast, unaligned*

**Armor Class** 14 (natural armor)
**Hit Points** 85 (10d12 + 20)
**Speed** 30 ft., swim 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 22 (+6) | 9 (-1) | 15 (+2) | 3 (-4) | 10 (0) | 7 (-2) |

**Saving Throws** Con +5
**Senses** passive Perception 10
**Languages** —
**Challenge** 3 (700 XP)

***Amphibious.*** The fambaa can breathe air and water.

***Siege Monster.*** The fambaa deals double damage to objects and structures.

#### ACTIONS

***Bite.*** *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 11 (3d6 + 6) kinetic damage.

***Stomp.*** *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 24 (4d8 + 6) kinetic damage, and the target must succeed on a DC 16 Strength saving throw or be knocked prone.

### FAMBAA HOWDAH

*Huge beast, unaligned*

**Armor Class** 16 (durateel armor)
**Hit Points** 102 (12d12 + 24)
**Speed** 30 ft., swim 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 22 (+6) | 9 (-1) | 15 (+2) | 3 (-4) | 10 (0) | 7 (-2) |

**Saving Throws** Con +5
**Senses** passive Perception 10
**Languages** —
**Challenge** 5 (1,800 XP)

***Amphibious.*** The fambaa can breathe air and water.

***Howdah.*** The fambaa carries a fortified platform on its back. Up to six Medium creatures can ride on the platform without squeezing. Creatures on the platform have three-quarters cover against attacks and effects from outside it. If the fambaa dies, creatures on the platform are placed in occupied spaces within 10 feet of the fambaa.

***Siege Monster.*** The fambaa deals double damage to objects and structures.

#### ACTIONS

***Bite.*** *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 11 (3d6 + 6) kinetic damage.

***Stomp.*** *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 24 (4d8 + 6) kinetic damage, and the target must succeed on a DC 16 Strength saving throw or be knocked prone.

## FEXIAN SKULLBORERS

Apex predators, Fexian skullborers inhabit the trees of the mostly unexplored purple moon Fex in the Sha Qarot system of the Deep Core, and are semi-sentient or sentient.

***Feeding.*** The species feeds by drilling holes into the skulls of their prey via their long snouts and feeding off the victims' brains. The skullborers drop down from trees and latch onto their prey to initiate feeding.

***Appearance.*** The skullborers are small and light in weight. The creatures have six spindly limbs, each ending in clawed fingers, that radiate from a central body having a neck holding a large skull, ringed with eight eyes evenly spaced across it. The skull has a large snout with an outer layer of skin and an inner, translucent feeding tube. Between the two layers of the snout is a ring of bone covered by a layer of crystalline teeth with a hardness similar to diamond. The teeth ring is connected to a muscular system at the junction of the snout and skull that allows the teeth to rotate, allowing the skullborers to cut through a variety of tough substances to feed, including heavy armor and polycarbonate. The skullborers have rigid and sharp spines on their back in four rows of four that contain toxins to poison those who touch the spines. Despite having light-weight, thin bones, the skullborers' skeleton is very strong.

***Camouflage.*** They species also possesses an active, full-body camouflage that hides them from the naked eye. However, if a skullborer falls unconscious or dies their camouflage dissipates, revealing skin that radiates color at the touch.

*"You are traveling to Fex, which might be the richest new discovery for biotech in decades."*
?Fayet Kelen

## FEXIAN SKULLBORER

*Small beast, unaligned*

**Armor Class** 14
**Hit Points** 20 (8d6 - 8)
**Speed** 20 ft., climb 20 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 4 (-3) | 18 (+4) | 8 (-1) | 6 (-2) | 12 (+1) | 7 (-2) |

**Saving Throws** Dex +7
**Skills** Stealth +7, Perception +4
**Damage Immunities** poison
**Condition Immunities** poisoned
**Senses** darkvision 60 ft., passive Perception 14
**Challenge** 3 (700 XP)

***Diving Ambush.*** If the skullborer drops on to target from above and hits it with a bite attack on the same turn, the target takes an extra 3 (1d6) kinetic damage per 10 feet fallen, up to 14 (4d6). If the skullborer misses, it takes half normal falling damage for distance fallen.

***Poisonous Skin.*** Any creature that grapples the skullborer or otherwise comes into direct contact with the skullborer's skin must succeed on a DC 14 Constitution saving throw or be stunned for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on a success.

***Superior Camouflage.*** The skullborer can turn invisible as an action or bonus action.

### ACTIONS

***Bite.*** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 6 (1d4 + 4) kinetic damage. If the target is Medium or smaller, it is grappled (escape DC 14) and must succeed on a DC 14 Constitution saving throw or be stunned until this grapple ends.

***Extract Brain.*** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one incapacitated humanoid grappled by the skullborer. *Hit:* The target takes 36 (8d8) kinetic damage. If this damage reduces the target to 0 hit points, the skullborer kills the target by extracting and devouring its brain.

## FLESH RAIDERS

Flesh Raiders are a species of mutated soldiers who originally served the Infinite Empire. Originally lower-caste members of the Rakata species, they were mutated and bred by the Infinite Empire by the thousands as soldiers. By the time of the Cold War, some Flesh Raiders survived on the planet Tython.

*Biology & Appearance.* The Flesh Raiders are extremely primitive and violent. Bulky bipedal humanoids, Flesh Raiders have razor-sharp teeth, which they used to strip the bones of both sentient and non-sentient prey. Eight small olfactory slits line their upper lip and two stumpy eye stalks protrude from the sides of their box-shaped heads.

*History.* The origin of the Flesh Raiders is lost to history and they do not appear to keep records. From what little study of the creatures the Jedi Order was able to perform, the Flesh Raiders appear to have evolved from a more civilized society that devolved into their primitive and cannibalistic forms after the other colonists of Tython disappeared. Another theory is that the aforementioned society was attacked by the Sith and subjected to bizarre experiments which reduced them to maddened hostiles.

*Society & Culture.* Having no established cities or formal government, the Flesh Raiders are tribal and erect temporary shelters on the Tythos Ridge. Flesh Raiders practice a form of spiritual worship: shamans have been seen inside their small settlements. Preferring naked earth, the Flesh Raiders scour the land they chose to occupy, burning away grass and trees and littering the earth with the bones of their prey. The raiders use signal fires to communicate over great distances.

### FLESH RAIDER

*Medium aberration, unaligned*

**Armor Class** 12
**Hit Points** 8 (1d12 + 2)
**Speed** 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 12 (+1) | 10 (+0) | 14 (+2) | 10 (+0) | 10 (+0) | 10 (+0) |

**Senses** passive Perception 10
**Languages** Rakata
**Challenge** 1/8 (25 XP)

#### ACTIONS

***Blade Strike.*** *Melee Weapon Attack:* +3 to hit, reach 5 ft., *Hit:* 4 (1d6 + 1) kinetic damage.

***Feasting Bite (1/day).*** *Melee Weapon Attack:* +3 to hit, reach 5 ft., *Hit:* 3 (1d4 + 1) kinetic damage and the flesh raider takes a chunk of flesh out of its target, swallowing it whole and gaining temporary hit points equal to its constitution modifier.

## FLESH RAIDER BERSERKER

*Medium aberration, unaligned*

**Armor Class** 13
**Hit Points** 19 (2d12 + 6)
**Speed** 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 14 (+2) | 10 (+0) | 16 (+3) | 10 (+0) | 10 (+0) | 10 (+0) |

**Saving Throws** Strength +4
**Skills** Athletics +4
**Senses** passive Perception 10
**Languages** Rakata
**Challenge** 1 (200 XP)

***Rage.*** On it's turn, the flesh raider berserker can enter a rage as a bonus action in combat. The rage lasts for 1 minute and can be used once per day, gaining the following abilities:

- +2 damage on all melee attacks.
- Resistance to kinetic damage.

### ACTIONS

***Blade Strike.*** *Melee Weapon Attack:* +4 to hit, reach 5 ft., *Hit:* 6 (1d8 + 2) kinetic damage.

***Feasting Bite (3/day).*** *Melee Weapon Attack:* +4 to hit, reach 5 ft., *Hit:* 4 (1d4 + 2) kinetic damage and the flesh raider berserker takes a chunk of flesh out of its target, swallowing it whole and gaining temporary hit points equal to its constitution modifier.

## FLESH RAIDER APPRENTICE

*Medium aberration, unaligned*

**Armor Class** 13
**Hit Points** 30 (4d10 + 8)
**Speed** 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 12 (+1) | 10 (+0) | 14 (+2) | 10 (+0) | 10 (+0) | 12 (+1) |

**Saving Throws** Strength +4, Charisma +3
**Skills** Athletics +4
**Senses** passive Perception 10
**Languages** Rakata, Galactic Basic
**Challenge** 2 (450 XP)

***Forcecasting.*** The Flesh Raider Apprentice is a 4th-level forcecaster. Its forcecasting ability is Charisma (Power save DC 12, +3 to hit with force attacks) and it has 13 force points.

The Flesh Raider Apprentice knows the following force powers:

At-will: *denounce, lightning charge, saber reflect, saber ward.*

1st-level: *curse, sap vitality.*

2nd-level: *drain vitality, force camouflage.*

### ACTIONS

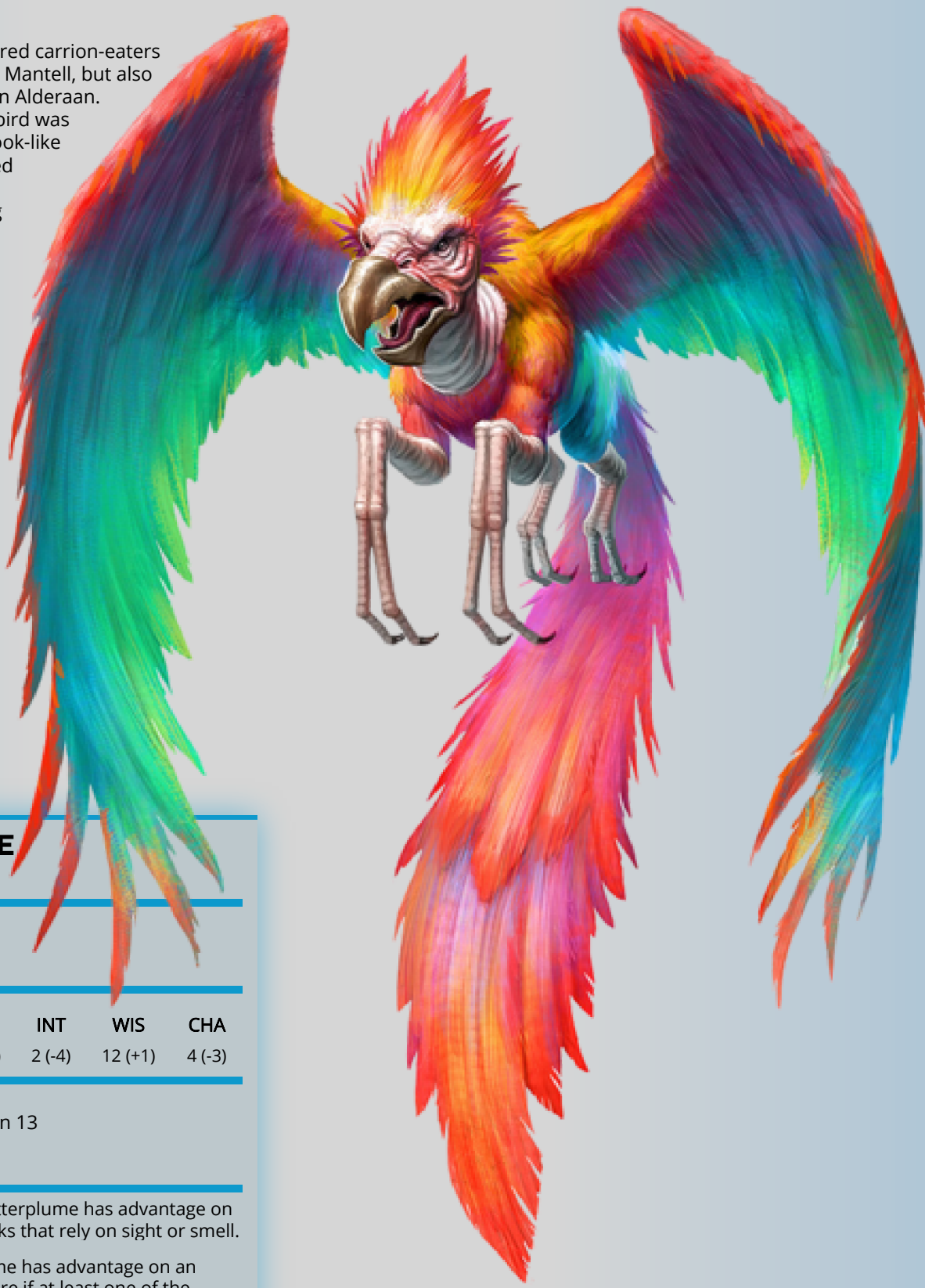
***Multiattack.*** The Flesh Raider Apprentice makes 2 Lightsaber Strikes.

***Lightsaber Strike.*** *Melee Weapon Attack:* +4 to hit, reach 5 ft., Hit: 5 (1d8 + 1) kinetic damage.

***Feasting Bite (1/day).*** *Melee Weapon Attack:* +3 to hit, reach 5 ft., *Hit:* 3 (1d4 + 1) kinetic damage and the flesh raider apprentice takes a chunk of flesh out of its target, swallowing it whole and gaining temporary hit points equal to its constitution modifier.

## FLUTTERPLUME

Flutterplumes were feathered carrion-eaters native to the planet of Ord Mantell, but also had a sizable population on Alderaan. The enormous scavenger bird was noted for its impressive hook-like beak and four sets of curled talons that it used to tear apart and consume rotting carcasses. Its beautiful feathers were also valued as good luck charms. An abundant supply of fresh battlefield kills attracted flocks of these carrion eaters and there were stories of wounded men unable to defend themselves being eaten by the hungry winged predators. Flutterplumes hunted in flocks of three or four, gliding on the thermal currents that blew across the planet



### FLUTTERPLUME

*Medium beast, unaligned*

**Armor Class** 10
**Hit Points** 5 (1d8 + 1)
**Speed** 10 ft., fly 50 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 7 (-2) | 10 (+0) | 13 (+1) | 2 (-4) | 12 (+1) | 4 (-3) |

**Skills** Perception +3
**Senses** passive Perception 13
**Languages** —
**Challenge** 0 (25 XP)

***Keen Sight and Smell.*** The flutterplume has advantage on Wisdom (Perception) checks that rely on sight or smell.

***Pack Tactics.*** The flutterplume has advantage on an attack roll against a creature if at least one of the vulture's allies is within 5 ft. of the creature and the ally isn't incapacitated.

#### ACTIONS

***Beak.*** Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: (1d4) piercing damage

## FORCE STORM

When the Force is strongly out of balance in a particular region, a Force Storm may form. Most Force Storms consisted of significant and violent weather patterns, while some were occasionally accompanied by volcanic or seismic activities. Force Storms could be caused by powerful presences in either the light or dark sides of the Force, the arrival of many Force-sensitives on the planet, or the death of many Force-sensitives all at once. The eye of a force storm may be temporarily neutralized, greatly diminishing the effects of the storm for a short while. However, only the resolution of the imbalance in the Force can truly stop a Force Storm once started.

### LAIR ACTIONS

On initiative count 20 (losing initiative ties), the force storm can take a lair action to cause one of the following effects; it can't use the same effect two rounds in a row:

- Force Storm causes a blast of cold to burst from the clouds at a point it can see within 120 ft. of it. The cold fills a cube, 10 feet on each side, centered on that point. Each creature in that area must succeed on a DC 20 Constitution saving throw or take 28 (8d6) cold damage.
- Force Storm casts the *force repulse* power.
- Force Storm targets one creature it can see within 60 ft. of it. The target must succeed on a DC 20 Wisdom saving throw or become restrained for 1 minute. The target can end the effect on itself if it deals any damage to one or more of its allies.

### REGIONAL EFFECTS

- The eye is always at the center of a storm 6 miles in diameter. Heavy precipitation in the form of either rain of snow falls there, causing the area to be lightly obsured. Heavy rain also extinguishes open flames and imposes disadvantage on Wisdom (Perception) checks that rely on hearing.
- Freezing strong winds howl around the area within 1 mile of the eye of the force storm. The heavy winds impose disadvantage on ranged attack rolls, extinguish open flames, and disperse fog.
- Howling wind and thunder claps fill the air within 1 mile of the eye. Any creature that finishes a short or long rest in this area must succeed on a DC 21 Wisdom saving through or derive no benefit from the rest.

If the Force Storm Eye is destroyed, these effects fade over 1d10 hours. These effects return, along with the eye, over 1d10 days unless the conditions causing the imbalance in the Force are resolved.

## FORCE STORM EYE

*Gargantuan elemental, neautral*

**Armor Class** 19
**Hit Points** 264 (16d20 + 96)
**Speed** 0 ft., fly 120 ft. (hover)

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 23 (+6) | 28 (+9) | 23 (+6) | 2 (-4) | 21 (+5) | 18 (+4) |

**Saving Throws** Wis +12, Cha +11
**Damage Resistances** energy, ion, and kinetic from unenhanced weapons
**Damage Immunities** lightning, poison, sonic
**Condition Immunities** exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, stunned
**Senses** truesight 120 ft., passive Perception 15
**Languages** None
**Challenge** 23 (50,000 XP)

***Air Form.*** The eye can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

***Flyby.*** The eye doesn't provoke opportunity attacks when it flies out of an enemy's reach.

***Legendary Resistance (3/day).*** If the eye fails a saving throw, it can choose to succeed instead.

***Siege Conditions.*** The eye deals double damage to objects and structures.

### ACTIONS

***Multiattack.*** The eye attacks twice with thunder slam.

***Thunder Slam.*** *Melee Weapon Attack:* +16 to hit, reach 20 ft., one target. *Hit:* 23 (4d6+9) sonic damage.

***Lightning Storm (Recharge 6).*** All other creatures within 120 ft. of the eye must each make a DC 20 Dexterity saving throw, taking 27 (6d8) lightning damage on a failed save, or half as much damage on a successful one. If a target's saving throw fails by 5 or more, the creature is also stunned until the end of its next turn.

### LEGENDARY ACTIONS

The eye can take 3 legendary actions. Choosing from the options below, one option can be used at a time and only at the end of another creature's turn. The eye regains spent legendary actions at the start of its turn.

***Move.*** The eye moves up to its speed.

***Lightning Strike (Costs 2 Actions).*** The eye can cause a bolt of lightning to strike a point anywhere under its storm. Each creature within 5 feet of that point must make a DC 20 Dexterity saving throw, taking 16 (3d10) lightning damage on a failed save, or half as much sonic damage on a successful one.

***Screaming Gale (Costs 3 Actions).*** The eye releases a blast of thunder and wind in a line that is 1 mile long and 20 ft. wide. Objects in that area take 22 (4d10) sonic damage. Each creature there must succeed on a DC 21 Dexterity saving throw or take 22 (4d10) sonic damage and be flung up to 60 ft. in a direction away from the line. If a thown target collides with immovable object, such as a wall or floor, the target takes 3 (1d6) bludgeoning damage for every 10 ft. it was thrown before impact. If the target would collide with another creature instead, that other creature must succeed on a DC19 Dexterity saving throw or take the same damage and be knocked prone.

## GALACTIC ARMY

As the branch of the galactic military that dealt with surface operations, the galactic army was composed of many sub-units and organizations, and utilized a vast array of vehicles to achieve its objectives throughout the years.

*Grand Army of the Republic.* The Grand Army of the Republic (GAR), also known as the Republic Army or the clone army, was the army branch of the Republic Military during the Clone Wars. The Grand Army initially consisted of over a million clone troopers; genetically identical soldiers cloned from a human template, outfitted with armor, weapons and gear, and programmed for absolute loyalty to the Galactic Republic. Formed as a result of the Republic's efforts to create a centralized army in response to the threat of separatism, the Grand Army represented the evolution of galactic warfare at the time of its introduction on Geonosis, and was instrumental to the Sith Order's secret plot to take over the galaxy.

*Imperial Army.* As the ultimate evolution of the Grand Army of the Republic, the Imperial Army swiftly asserted dominance throughout the galaxy, making use of highly trained soldiers, mechanized walkers, and overwhelming numbers. The Imperial Army worked in tandem with the forces of the Imperial Navy, relying on the numerous fleets to transport legions of troopers across the far reaches of the galaxy. The most common soldiers of the Empire's ground forces were known as Imperial Army soldiers, the core infantry of the army tasked with establishing Imperial regimes and pacifying troublesome worlds. As the Imperials reinforced their grip on the galaxy, these units were gradually phased out in favor of stormtroopers, elite shock troops fanatically loyal to the Emperor himself.

*First Order.* The First Order army was the ground-based service branch of the First Order military. Formed from the Imperial Army of the Galactic Empire, it was responsible for maintaining order throughout First Order space as well as the gradual conquest and colonization of the Unknown Regions.

### TROOPERS

Whether clones, conscripts, or academy recruits, the backbone of the central government's war and peace machine are well trained, well armed, and well armored individuals. Deployed throughout the galaxy to deal with threats to authority, these troopers have various roles and specialties.

## TROOPER

*Medium humanoid, any alignment*

**Armor Class** 15 (light battle armor)
**Hit Points** 13 (2d8 + 4)
**Speed** 30 ft. walk

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 13 (+1) | 16 (+3) | 15 (+2) | 9 (-1) | 11 (+0) | 10 (+0) |

**Senses** darkvision 60 ft., passive Perception 10
**Languages** Galactic Basic, one other
**Challenge** 1/2 (100 XP)

### ACTIONS

***Blaster Rifle.*** *Ranged Weapon Attack:* +5 to hit, range 100/400 ft., one target. *Hit:* 7 (1d8 + 3) energy damage.

***Stock Strike.*** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) kinetic damage.

## TROOPER CAPTAIN

*Medium humanoid, any alignment*

**Armor Class** 16 (durasteel armor)
**Hit Points** 90 (10d8 + 45)
**Speed** 30 ft. walk

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 13 (+1) | 16 (+3) | 15 (+2) | 9 (-1) | 11 (+0) | 10 (+0) |

**Saving Throws** Str +4, Dex +6, Con +5
**Skills** Athletics +4, Perception +2, Persuasion +4
**Senses** darkvision 60 ft., passive Perception 13
**Languages** Galatic Basic, two others
**Challenge** 4 (1,100 XP)

***Brave.*** The captain has advantage on saving throws against being frightened.

### ACTIONS

***Multiattack.*** The captain makes two blaster rifle attacks and throws a fragmentation grenade, if available.

***Blaster Rifle.*** *Ranged Weapon Attack:* +6 to hit, range 100/400 ft., one target. *Hit:* 8 (1d8+4) energy damage.

***Frag Grenade (3/Day).*** The captain throws a grenade, choosing a point within 40 ft. Each creature within 10 feet must make a DC 12 Dexterity saving throw. A creature takes 2d6 kinetic damage on a failed save, or half as much as on a successful one.

***Stock Strike.*** *Melee Weapon Attack:* +4 to hit, reach 5ft., one target. *Hit:* 4 (1d4+2) kinetic damage.

### REACTIONS

***Leadership (Recharges after Short or Long Rest).*** The Trooper Captain can utter a special command or warning whenever a nonhostile creature that it can see within 30 feet of it makes an attack roll or a saving throw. The creature can add a d4 to its roll provided it can hear and understand the Trooper Captain. A creature can benefit from only one Leadership die at a time.

## SQUAD OF TROOPERS

*Gargantuan swarm of medium humanoids, any alignment*

**Armor Class** 15 (light battle armor)
**Hit Points** 156 (24d8 + 48)
**Speed** 30 ft. walk

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 19 (+4) | 16 (+3) | 15 (+2) | 9 (-1) | 11 (+0) | 10 (+0) |

**Saving Throws** Dex +5, Wis +3
**Skills** Perception +3
**Condition Immunities** charmed, grappled, paralyzed, petrified, prone, restrained, stunned
**Senses** darkvision 60 ft., passive Perception 10
**Languages** Galactic Basic, one other
**Challenge** 5 (1800 XP)

***Squad.*** The squad can occupy another creature's space and vice versa, and can move through openings large enough for a Medium humanoid. The squad is immune to any power or effect that would alter its form.

***Reactive.*** The squad can take one reaction each turn.

### ACTIONS

***Multiattack.*** The squad makes four blaster rifle attacks, or two blaster rifle attacks if it has half its hit points or fewer.

***Blaster Rifle.*** *Ranged Weapon Attack:* +5 to hit, range 100/400 ft., one target. *Hit:* 7 (1d8+3) energy damage.

***Massed Fire.*** The squad fires *en masse* at a point within 150 ft. Each creature of the squad's choice in a 10-foot-radius sphere centered on that point must make a DC 13 Dexterity saving throw. On a failed save, a creature takes 36 (8d8) piercing damage, or 18 (4d8) piercing damage if the squad has half its hit points or fewer. On a successful save, it takes half as much damage.

### DEMOLITIONS TROOPER

Demolition Troopers were heavily armored specialists who carried a variety of explosive devices and SE-14C blaster pistols.

## DEMOLITIONS TROOPER

*Medium humanoid, any alignment*

**Armor Class** 16 (durasteel armor)
**Hit Points** 16 (2d10 + 6)
**Speed** 30 ft. walk

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 13 (+1) | 14 (+2) | 16 (+3) | 11 (+0) | 10 (+0) | 9 (-1) |

**Senses** darkvision 60 ft., passive Perception 10
**Languages** Galactic Basic, one other
**Challenge** 1/2 (100 XP)

### ACTIONS

***Fragmentation Grenade (3/day).*** The trooper throws a grenade, choosing a point within 35 ft. Each creature within 10 feet must make a DC 12 Dexterity saving throw. A creature takes 2d6 kinetic damage on a failed save, or half as much as on a successful one.

***Set Mine (2/day).*** After setting this mine, a laser line imperceptible to normal vision extends up to 15 feet out. When the laser is tripped, the mine explodes, and each creature within 15 feet of it must make a DC 13 Dexterity saving throw. On a failed save, a creature takes 3d6 kinetic damage, or half as much on a successful one.

***Breaching Charge (2/day).*** After spending at least 30 seconds setting the charge, the trooper may attach the charge to a surface. The charge can be set with a 6-second timer, or detonated remotely using a remote detonator, which the trooper has. Once detonated, the breaching charge destroys an unenhanced section of wall up to 10 feet wide, 10 feet tall, and 5 feet deep. Additionally, each creature within 20 feet of the charge must make a DC 15 Dexterity saving throw. A creature takes 3d6 fire damage and 3d6 kinetic damage on a failed save, or half as much on a successful one. A construct makes this save with disadvantage. If the breaching charge is installed on the construct, it automatically fails the saving throw.

***Blaster Pistol.*** *Ranged Weapon Attack:* +4 to hit, range 40/160 ft., one target. *Hit:* 5 (1d6+2) energy damage.

### FLAME TROOPER

Flame troopers were often used to defend government facilities from attacks from native fauna, or in assaults on enemy positions.

## FLAME TROOPER

*Medium humanoid, any alignment*

**Armor Class** 16 (durasteel armor)
**Hit Points** 45 (6d10 + 15)
**Speed** 30 ft. walk

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 15 (+2) | 16 (+3) | 16 (+3) | 9 (-1) | 10 (+0) | 11 (+0) |

**Skills** Athletics +4
**Senses** passive Perception 10
**Languages** Galactic Basic, one other
**Challenge** 2 (450 XP)

### ACTIONS

***Flamethrower.*** Each creature in a 30-foot cone must make a DC 13 Dexterity saving throw. A creature takes 13 (3d8) fire damage on a failed save, or half as much on a successful one. The fire ignites any flammable objects in the area that aren't being worn or carried.

***Blaster Pistol.*** *Ranged Weapon Attack:* +5 to hit, range 40/160 ft., one target. *Hit:* 6 (1d6+3) energy damage.

***Bash.*** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4+2) kinetic damage.

## HEADHUNTER TROOPER

*Medium humanoid, any alignment*

**Armor Class** 14 (combat suit)
**Hit Points** 23 (5d8)
**Speed** 30 ft. walk

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 11 (+0) | 16 (+3) | 10 (+0) | 12 (+1) | 15 (+2) | 10 (+0) |

**Saving Throws** Dex +5
**Skills** Stealth +7, Perception +4, Acrobatics +5
**Senses** passive Perception 14
**Languages** Galactic Basic, one other
**Challenge** 2 (450 XP)

***Cunning Action.*** On each of its turns, the trooper can use a bonus action to take the Dash, Disengage, or Hide action.

***Sneak Attack (1/Turn).*** The trooper deals an extra 7 (2d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 ft. of an ally of the trooper that isn't incapacitated and the trooper doesn't have disadvantage on the attack roll.

### ACTIONS

***Sniper Rifle.*** *Ranged Weapon Attack:* +5 to hit, range 150/600 ft., one target. *Hit:* 9 (1d12+3) energy damage.

***Vibrodagger.*** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4+3) kinetic damage.

## HEAVY TROOPER

*Medium humanoid, any alignment*

**Armor Class** 17 (powered durasteel armor)
**Hit Points** 42 (5d10 + 15)
**Speed** 30 ft. walk

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 15 (+2) | 16 (+3) | 17 (+3) | 9 (-1) | 10 (+0) | 10 (+0) |

**Skills** Athletics +4
**Senses** passive Perception 10
**Languages** Galactic Basic, one other
**Challenge** 3 (700 XP)

### ACTIONS

***Assault Cannon.*** *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. *Hit:* 8 (1d10+3) energy damage.

***Burst.*** The trooper sprays a 10-foot-cube area within normal range with shots. Each creature in the area must make a DC 13 Dexterity saving throw, taking 8 (1d10+3) energy damage on a failed save, or half as much on a successful one.

***Bash.*** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4+2) kinetic damage.

## JETPACKTROOPER

*Medium humanoid, any alignment*

**Armor Class** 15 (light battle armor)
**Hit Points** 32 (5d8 + 10)
**Speed** 30 ft., fly 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 13 (+1) | 16 (+3) | 14 (+2) | 11 (+0) | 13 (+1) | 10 (+0) |

**Senses** passive Perception 11
**Languages** Galactic Basic, one other
**Challenge** 2 (450 XP)

***Jetpack.*** Activating or deactivating the jetpack requires a bonus action and, while active, the trooper has a flying speed of 30 feet. The jetpack lasts for a maximum of 10 minutes.

### ACTIONS

***Multiattack.*** The trooper makes two attacks, one with its blaster pistol and one with its wrist launcher.

***Blaster Pistol.*** *Ranged Weapon Attack:* +5 to hit, range 40/160 ft., one target. *Hit:* 6 (1d6+3) energy damage.

***Wrist Launcher.*** *Ranged Weapon Attack:* +5 to hit, range 30/120 ft., one target.* Hit:* 6 (1d6+3) kinetic damage, and each creature within 5 feet must make a DC 13 Dexterity saving throw, taking 3 (1d6) kinetic damage on a failed save, or half on a successful save.

## SCOUT TROOPER

*Medium humanoid, any alignment*

**Armor Class** 15 (light battle armor)
**Hit Points** 13 (2d8 + 4)
**Speed** 30 ft. walk

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 11 (+0) | 15 (+2) | 12 (+1) | 14 (+2) | 13 (+1) | 9 (-1) |

**Skills** Nature +4, Perception +5, Stealth +6, Survival +5, Piloting +4
**Senses** darkvision 60 ft., passive Perception 15
**Languages** Galactic Basic, one other
**Challenge** 1/2 (100 XP)

***Keen Hearing and Sight.*** The scout trooper has advantage on Wisdom (Perception) checks that rely on hearing or sight.

### ACTIONS

***Multiattack.*** The scout trooper makes two weapon attacks.

***Hold-out Blaster.*** *Ranged Weapon Attack:* +4 to hit, range 30/120, one target. *Hit:* 4 (1d4+2)

***Vibrodagger.*** *Melee Weapon Attack:* +4 to hit, reach 5ft., one target. *Hit:* 4 (1d4+2)

## SNIPER TROOPER

*Medium humanoid, any alignment*

**Armor Class** 15 (light battle armor)
**Hit Points** 13 (2d8 + 4)
**Speed** 30 ft. walk

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 11 (+0) | 15 (+2) | 12 (+1) | 14 (+2) | 13 (+1) | 9 (-1) |

**Skills** Nature +4, Perception +5, Stealth +6, Survival +5, Piloting +4
**Senses** darkvision 60 ft., passive Perception 15
**Languages** Galactic Basic, one other
**Challenge** 1/2 (100 XP)

***Keen Hearing and Sight.*** The scout trooper has advantage on Wisdom (Perception) checks that rely on hearing or sight.

### ACTIONS

***Sniper Rifle.*** *Ranged Weapon Attack:* +4 to hit, range 150/600, one target. *Hit:* 8 (1d12+2)

***Vibrodagger.*** *Melee Weapon Attack:* +4 to hit, reach 5ft., one target. *Hit:* 4 (1d4+2)

## SHORE TROOPER

*Medium humanoid, any alignment*

**Armor Class** 16 (battle armor)
**Hit Points** 26 (4d8 + 8)
**Speed** 30 ft. walk

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 13 (+1) | 16 (+3) | 14 (+2) | 11 (+0) | 11 (+0) | 12 (+1) |

**Skills** Athletics +3, Perception +2, Persuasion +3
**Senses** darkvision 60 ft., passive Perception 11
**Languages** Galactic Basic, two others
**Challenge** 1 (200 XP)

### ACTIONS

***Multiattack.*** The trooper makes two blaster rifle or stock strike attacks.

***Blaster Rifle.*** *Ranged Weapon Attack:* +5 to hit, range 60/240 ft., one target. *Hit:* 7 (1d6 + 3) energy damage.

***Stock Strike.*** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) kinetic damage.

***Thermal Grenade (1/Day).*** The captain throws a grenade, choosing a point within 40 ft. Each creature within 10 feet must make a DC 14 Dexterity saving throw. A creature takes 2d6 fire and 2d6 kinetic damage on a failed save, or half as much as on a successful one. Additionally, on a failed save, the creature is knocked prone.

## MOUNTED TROOPERS

Well-suited for destroying lightly defended buildings, such as Prefab shelters and power cores, mounted troopers' primary role was in attacking hostile combat vehicles such as combat speeders and attack tanks. They accomplished this task by utilizing a flamethrower as their primary weapon. Mounted troopers were usually vulnerable to unmounted troopers and ground vehicles.

Common mounts include Orray form Geonosis, Dewbacks from Tatooine, Kaadu and Tusk-cats from Naboo, Tauntauns from Hoth, Blurrgs from Endor, and Varactyls from Utapau.

### MOUNTED TROOPER

*Medium (Large when mounted) Humanoid, any alignment*

**Armor Class** 19
**Hit Points** 75 (10d8 + 30)
**Speed** 40 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 14 (+2) | 12 (+1) | 17 (+3) | 10 (+0) | 14 (+2) | 8 (-1) |

**Skills** Athletics +4
**Damage Resistance** fire
**Condition Immunities** exhaustion
**Senses** passive Perception 12
**Languages** Galactic Basic, one other of your choice
**Challenge** 2 (450)

***Charge.*** If the mounted trooper moves at least 20 feet straight toward a creature while mounted and then hits with a vibrolance attack on the same turn, it can make a trample attack against the creature as a bonus action.

***Locked Saddle.*** The trooper cannot be knocked prone, dismounted, or moved against it's will while mounted.

***Mounted Warrior.*** While the trooper is mounted, the mount cannot be charmed or frightened.

#### ACTIONS

***Vibrolance.*** *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 8 (1d12 + 2) kinetic damage.

***Assault Cannon.*** *Ranged Weapon Attack.* +3 to hit, range 80/320 ft., one target. *Hit:* 6 (1d10 + 1) energy damage.

***Trample (Mounted Only).*** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) kinetic damage and the target must succeed on a DC 13 Strength saving throw or be knocked prone.

***Flamethrower (Recharges after a Short or Long Rest).*** The trooper unleashes a torrent of flame in a 15-ft. cone. All creatures in that area must make a DC 13 Dexterity saving throw, taking 10 (3d6) fire damage on a failed save, or half as much damage on a successful one.

#### VARIANT MOUNTED TROOPERS

If alternative load-outs or specific mount abilities are desired for your encounter, or if your GM style lends itself to more granularity, it's easy to make your own mounted troopers using any appropriate beast and trooper combination you desire. Your beast gains:

***Trained.*** The beast requires an active rider to take any actions, and if the rider is subjected to any conditions that the beast is not immune to, the beast is also subjected to those conditions. The rider may take their own action and use a bonus action to command the beast to perform one action granted by the beast. If the beast takes damage, the rider must succeed at an animal handling check (DC equal to the damage taken) or the beast flees for 1 minute.

# GALACTIC ARMY VEHICLES

The armies of the galaxy use a variety of land vehicles used to transport troops and as weapons of war to bring overwhelming firepower against their enemies.

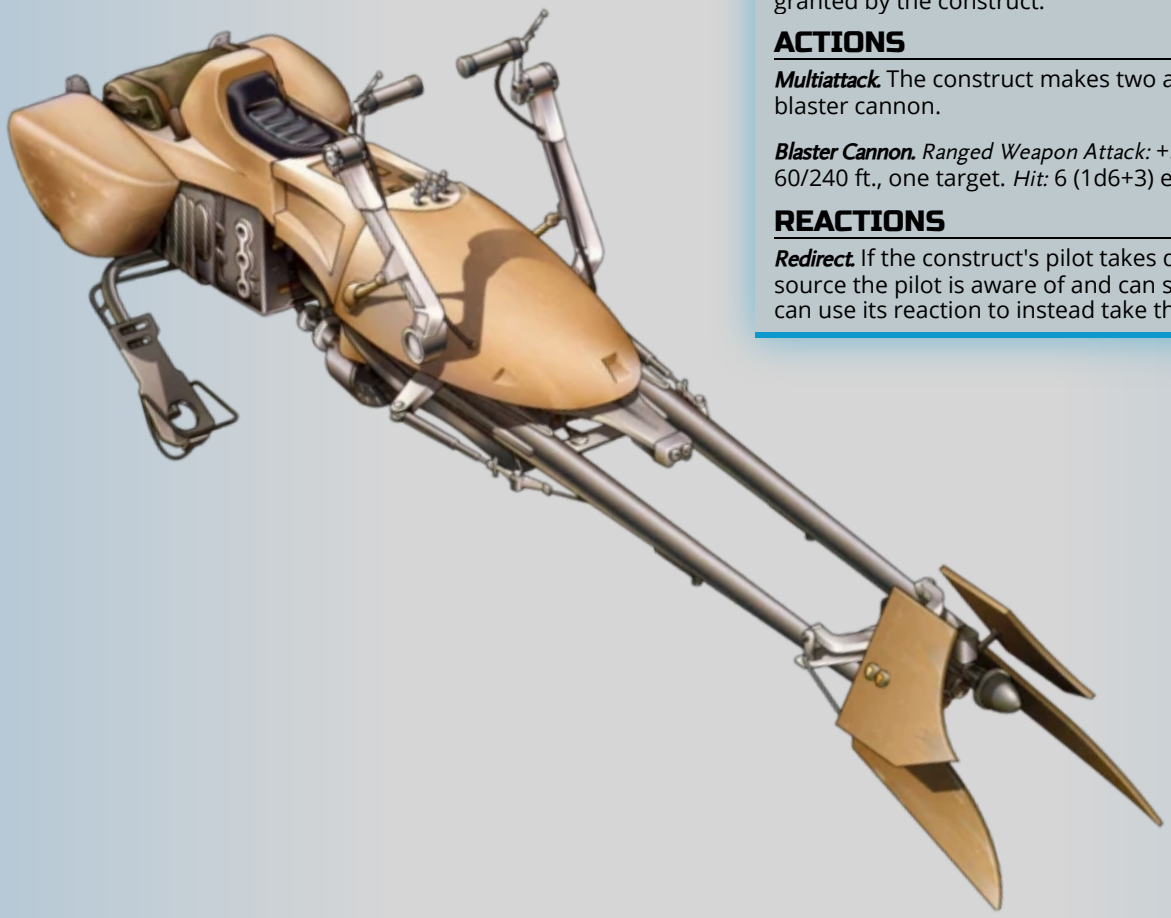
## 74-Z SPEEDER BIKE

The 74-Z speeder bike is a model of speeder bike manufactured by the Aratech Repulsor Company. It is commonly used for reconnaissance missions as well as rapid transportation in combat zones.

They were capable of reaching speeds up to and beyond five hundred kilometers per hour, and had a flight ceiling of twenty-five meters. 74-Zs were the military variant of the civilian 74-Y. They were controlled by handlebars located towards the front of the vehicle, and foot pedals slung underneath adjusted speed and altitude.

The highly maneuverable vehicles were equipped with sensor and communications devices located between the handlebars, including a comlink and a comlink-jamming device. The speeder was equipped with terrain-following sensors that linked up with the HUD in the driver's helmet. They were armed with a forward rotating blaster cannon for combat.

They were also equipped with a very powerful boost that could propel them over vast distances in a shorter amount of time. In addition, the 74-Z was stripped down to just its fundamental components, namely the engine and steering vane, in order to increase its overall speed, and as such a single, scaled-down, forward-facing blaster cannon was fixed on the undercarriage.



### 74-Z SPEEDER BIKE

*Large construct, unaligned*

**Armor Class** 14 (armor plating)
**Hit Points** 39 (6d10 + 6)
**Speed** 0 ft., fly 50 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 11 (+1) | 17 (+3) | 13 (+1) | 10 (+0) | 10 (+0) | 7 (-1) |

**Saving Throws** Dex +5
**Damage Vulnerabilities** Ion
**Damage Resistances** Necrotic, Poison, Psychic
**Condition Immunities** poison, disease
**Senses** -
**Languages** -
**Challenge** 2 (450)

***Comm Jammers.*** The construct suppresses all electronic communications devices within 60 feet of it.

***Circuitry.*** The construct has disadvantage on saving throws against effects that would deal ion or lightning damage.

***Piloted.*** The construct requires an active pilot to take any actions, and if the pilot is subjected to any conditions that the construct is not immune to, the construct is also subjected to those conditions. The pilot may take their own action or one of the actions granted by the construct.

#### ACTIONS

***Multiattack.*** The construct makes two attacks with its blaster cannon.

***Blaster Cannon.*** *Ranged Weapon Attack:* +5 to hit, range 60/240 ft., one target. *Hit:* 6 (1d6+3) energy damage.

#### REACTIONS

***Redirect.*** If the construct's pilot takes damage from a source the pilot is aware of and can see, the construct can use its reaction to instead take that damage.

## ALL TERRAIN ARMORED TRANSPORT

The All Terrain Armored Transport is an imposing, heavily armored, quadrupedal combat walker that stands 22.5 meters tall and can move at 60 kph. In addition to it's armaments, it also served as transport for combat personnel. The vehicle's cockpit and sensor array are located in the "head" of the walker, which also carries spotlights and the main armaments: dual Piperii-Cerlurn R-90C medium blasters located on the sides or "temples," and a pair of heavier Taim & Bak MS-1 heavy blaster cannons fitted on the "chin." The main body houses a troop compartment capable of ferrying numerous soldiers, along with a vehicle bay at the walker's rear that holds five 74-Z speeder bikes. The main, troop hatch is located in the middle of the walker's side, two smaller escape hatches are located both to the main hatch's immediate left and right, and the auxiliary hatch is located in the walker's underside.

# AT-AT

*Garagantuan construct, unaligned*

**Armor Class** 20 (armor plating)
**Hit Points** 330 (20d20 + 120)
**Speed** 40 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 27 (+8) | 14 (+2) | 23 (+6) | 10 (+0) | 10 (+0) | 7 (-1) |

**Saving Throws** Str +14, Con +12
**Damage Vulnerabilities** Ion
**Damage Resistances** Psychic
**Damage Immunities** Poison, Necrotic
**Condition Immunities** Poisoned, Frightened, Petrified, Restrained, Incapacitated, Stunned, Prone, Blinded, Charmed, disease
**Senses** -
**Languages** -
**Challenge** 19 (22,000 XP)

***Circuitry.*** The construct has disadvantage on saving throws against effects that would deal ion or lightning damage.

***Heavy Durasteel Armor.*** The outer layer of the AT-AT is covered in heavy armor, making it difficult for smaller arms to damage it. Unless the damage from a single attack or effect exceeds 30 points, the AT-AT takes no damage from that attack. If the AT-AT takes an amount of damage from a single attack or effect equal to or greater than its damage threshold, it takes damage as normal.

***Piloted.*** The construct requires an active pilot to take any actions, and if the pilot is subjected to any conditions that the construct is not immune to, the construct is also subjected to those conditions. The pilot may take their own action or one of the actions granted by the construct.

***Towering.*** Creatures of Large size or smaller can stand in the AT-AT's space.

***Troop Transport.*** The AT-AT can transport a maximum of 40 stormtroopers and five speeder bikes, which it can deploy using its Deploy Troops legendary action, or which can be fought by creatures inside of the AT-AT.

***Vulnerable Interior.*** The AT-AT's interior is vulnerable to damage done by grenades, mines and charges, unless it is immune to that damage. It also automatically fails all Dexterity saving throws from such effects that occur in its interior.

## ACTIONS

***Multiattack.*** The AT-AT can use its Frightful Presence. It then makes three attacks: one with its laser cannon volley and two with its medium repeaters.

***Laser Cannon Volley.*** The AT-AT chooses a point within 320 ft and lets loose a blast from each of its heavy laser cannons that explodes in a 15ft cube around that point. Each creature within the cube must succeed on a DC 16 Dexterity saving throw, taking 54 (12d8) energy damage on a failed save, or half as much damage on a successful one.

***Medium Repeaters.*** *Ranged Weapon Attack:* +8 to hit, range 240/360 ft., one target. *Hit:* 22 (4d10) energy damage.

***Stomp.*** All creatures standing within the AT-AT's space or within 5ft of it must make a DC 20 Dexterity saving throw, taking 78 (12d12) kinetic damage on a failed save, or half as much damage on a successful one.

***Frightful Presence.*** Each creature of the AT-AT's choice within 240 feet of the AT-AT and aware of it must succeed on a DC 16 Wisdom saving throw or become Frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the AT-AT's Frightful Presence for 24 hours.

## LEGENDARY ACTIONS

The AT-AT can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The AT-AT regains spent legendary actions at the start of their turn.

***Stomp.*** The AT-AT makes a stomp attack.

***Repeating Blasters.*** The AT-AT makes a single attack with its medium repeaters.

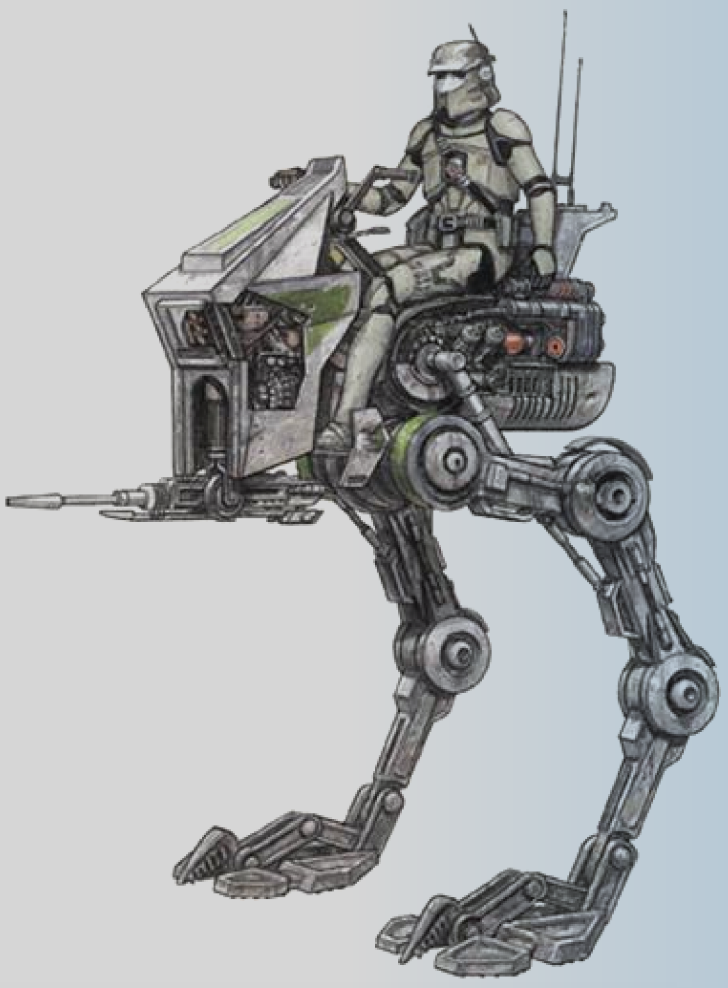
***Deploy Troops (Costs 2 Actions).*** The AT-AT mobilizes some of the soldiers traveling within it. It deploys 1d4+2 Troopers and 1 74-Z speeder bike. These troops appear in any unoccupied spaces within 10 ft. of the AT-AT.

## ALL TERRAIN RECON TRANSPORT

The All Terrain Recon Transport (AT-RT), is a one-man bipedal walker used for reconnaissance and patrolling made by Kuat Drive Yards as part of their All Terrain series. It is equipped with a single seat for a pilot, as well as a repeating blaster cannon and mortar launcher, and is 3.2 meters tall and 2.9 meters long,.

Also known as the Republic scout walker, the AT-RT was used mainly during the Clone Wars by Advanced Recon Force troopers. It was the precursor to both the All Terrain Defense Pod and the All Terrain Scout Transport. During the Galactic Civil War, these walkers were adopted by both the Galactic Empire, who used Scout troopers to man the vehicles, and the Alliance to Restore the Republic, who upgraded them to compete with the advancements of the Empire.

The AT-RT's were usually used for a variety of missions including ground support, police support, civil defense, and post-battle cleanup efforts. They occasionally took up position on the front lines of ground battles when difficult terrain prevented the use of larger vehicles.



### AT-RT

*Large construct, unaligned*

**Armor Class** 15 (armor plating)
**Hit Points** 58 (9d10+9)
**Speed** 50 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 15 (+2) | 16 (+3) | 12 (+1) | 10 (+0) | 10 (+0) | 7 (-1) |

**Saving Throws** Dex +5
**Damage vulnerabilities** ion
**Damage Resistances** necrotic, poison, psychic
**Condition Immunities** poison, disease
**Senses** —
**Languages** —
**Challenge** 4 (1,100 XP)

***Circuitry.*** The construct has disadvantage on saving throws against effects that would deal ion or lightning damage.

***Piloted.*** The construct requires an active pilot to take any actions, and if the pilot is subjected to any conditions that the construct is not immune to, the construct is also subjected to those conditions. The pilot may take their own action or one of the actions granted by the construct.

#### ACTIONS

***Multiattack.*** The construct makes two attacks with its repeating blaster cannon or uses its mortar launcher.

***Repeating Blaster Cannon.*** *Ranged Weapon Attack:* +5 to hit, range 60/240 ft., one target. *Hit:* 10 (2d6+3) energy damage.

***Mortar Launcher.*** The construct launches a mortar at a point it can see within 100 feet. Each creature in a 20-foot radius centered on that point must make a Dexterity saving throw. A target takes 14 (4d6) damage on a failed save, or half as much on a succesful one.

#### REACTIONS

***Redirect.*** If the construct's pilot takes damage from a source the pilot is aware of and can see, the construct can use its reaction to instead take that damage.

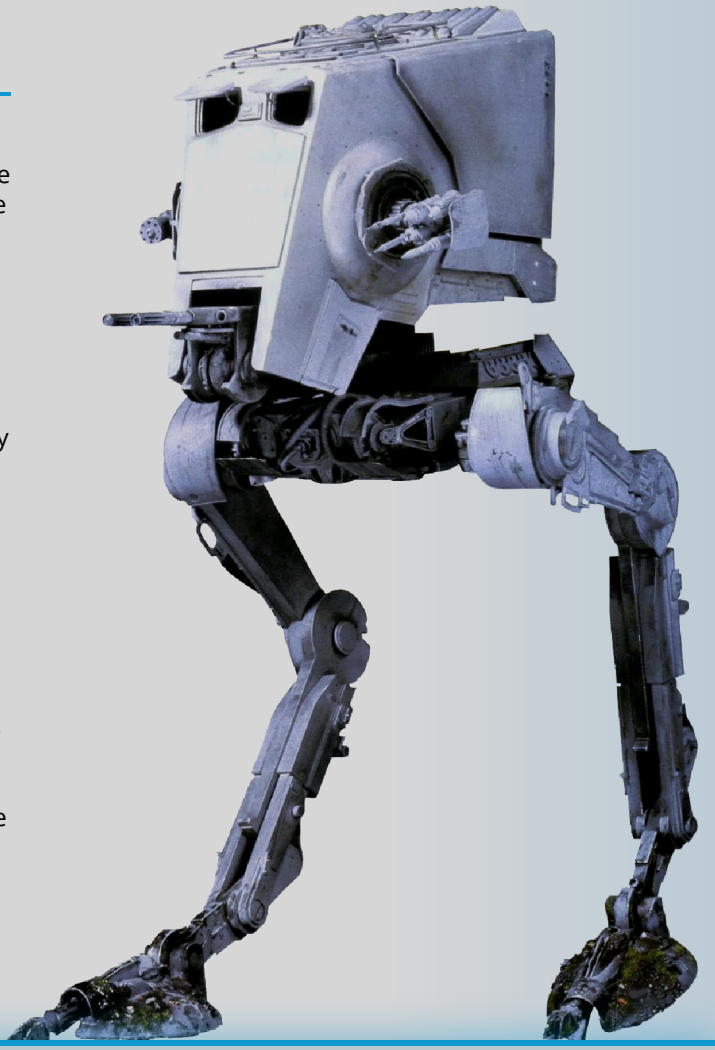
## ALL TERRAIN SCOUT TRANSPORT

The All Terrain Scout Transport (or AT-ST), also known as the chicken walker for its two-legged design, is a bipedal walker used by the Galactic Republic during the late Clone Wars and, later and more extensively, by the Galactic Empire during the Galactic Civil War.

AT-STs are commonly used to screen the flanks of larger assault walkers for major ground operations. The Empire used them for swift reconnaissance and troop support. As such, they are essential for cleaning up minor resistance along the path of a planned invasion route, and can quickly eliminate small threats that evade an AT-AT's barrage. The walker is commonly used on anti-personnel hunting missions, and is piloted by two AT-ST drivers.

Despite its speed and agility, an AT-ST walker's offensive and defensive power are significantly compromised. Offensively, its weapons systems are only good against lightly armored targets at close range. Defensively, its lighter armor can repel attacks from small-arms fire, but not laser cannons, missiles, or other heavy ordnance. Its armor does not cover its entire frame, lest the walker lose its agility. Striking the walker's unprotected gyros underneath the command module can destabilize the walker and cause it to fall. Additionally, deep trenches or cable lines leveled at the height of the AT-ST's ankles and knees can cause it to trip and topple the vehicle.

The modular design of the AT-ST allows for ease in customizing the walker with armaments and tools for specific mission parameters such as mortar launchers attached to the command pod.



### AT-ST

*Huge construct, unaligned*

**Armor Class** 17 (armor plating)
**Hit Points** 168 (16d12+64)
**Speed** 40 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 23 (+6) | 16 (+3) | 19 (+4) | 10 (+0) | 14 (+2) | 7 (-2) |

**Saving Throws** Str +10, Con +8
**Damage Vulnerabilities** ion
**Damage Resistances** psychic
**Damage Immunities** poison, necrotic
**Condition Immunities** poisoned, disease, frightened, petrified, restrained, incapacitated, stunned, prone, blinded, charmed
**Senses** —
**Languages** —
**Challenge** 11 (7,200 XP)

***Towering*** Creatures of Medium size or smaller can stand in the AT-ST's space.

***Piloted.*** The construct requires an active pilot to take any actions, and if the pilot is subjected to any conditions that the construct is not immune to, the construct is also subjected to those conditions. The pilot may take their own action or one of the actions granted by the construct.

***Circuitry.*** The construct has disadvantage on saving throws against effects that would deal ion or lightning damage.

***Vulnerable Interior*** The AT-ST's interior is vulnerable to damage done by grenades, mines and charges, unless it is immune to that damage. It also automatically fails all Dexterity saving throws from such effects that occur in its interior.

#### ACTIONS

***Multiattack.*** The AT-ST can use its Frightful Presence. It then makes two attacks with its medium repeating blasters or takes the Stomp action.

***Medium Repeating Blasters.*** *Ranged Weapon Attack:* +7 to hit, range 120/240 ft., one target. Hit: 25 (4d10+3) energy damage.

***Stomp*** All creatures standing within the AT-ST's space or within 5 feet of it must make a DC 18 Dexterity saving throw, taking 39 (6d12) kinetic damage on a failed save, or half as much damage on a successful one.

***Frightful Presence:*** Each creature of the AT-ST's choice that is within 80 feet of the AT-ST and aware of it must succeed on a DC 15 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the AT-ST's Frightful Presence for the next 24 hours.

## ALL TERRAIN TACTICAL ENFORCER

The All Terrain Tactical Enforcer (AT-TE), is an all terrain assault walker developed for the Grand Army of the Republic during the Clone Wars. The walker is used for transporting platoons of troopers and attacking enemy installations. The AT-TE's cramped rear compartment contains computer hologram communication devices and space for troopers to stand during transportation. On the back end of the machine is a large door for quick deployment of troopers. Some versions of the walker were able to scale vertical cliffs. The typical arsenal includes a top-mounted mass-driver cannon, along with six other laser cannons placed strategically around the outside of the vehicle.

### AT-TE

*Garagantuan construct, unaligned*

**Armor Class** 18 (armor plating)
**Hit Points** 248 (16d20 + 80)
**Speed** 40 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 25 (+7) | 16 (+3) | 21 (+5) | 10 (+0) | 10 (+0) | 7 (-1) |

**Saving Throws** Str +12, Con +10
**Damage Resistances** Psychic
**Damage Immunities** Poison, Necrotic, Ion
**Condition Immunities** Poisoned, Frightened, Petrified, Restrained, Incapacitated, Stunned, Prone, Blinded, Charmed, disease
**Senses** -
**Languages** -
**Challenge** 18 (20,000 XP)

***Circuitry.*** The construct has disadvantage on saving throws against effects that would deal ion or lightning damage.

***Electromagnetic Shielding.*** The AT-TE is Immune to Ion damage.

***Heavy Durasteel Armor.*** The outer layer of the AT-TE is covered in heavy armor, making it difficult for smaller arms to damage it. Unless the damage from a single attack or effect exceeds 15 points, the AT-TE takes no damage from that attack. If the AT-TE takes an amount of damage from a single attack or effect equal to or greater than its damage threshold, it takes damage as normal.

***Piloted.*** The construct requires an active pilot to take any actions, and if the pilot is subjected to any conditions that the construct is not immune to, the construct is also subjected to those conditions. The pilot may take their own action or one of the actions granted by the construct.

***Towering.*** Creatures of Medium size or smaller can stand in the AT-TE's space.

***Troop Transport.*** The AT-TE can transport a maximum of 20 stormtroopers and five speeder bikes, which it can deploy using its Deploy Troops legendary action, or which can be fought by creatures inside of the AT-TE.

***Vulnerable Interior.*** The AT-TE's interior is vulnerable to damage done by grenades, mines and charges, unless it is immune to that damage. It also automatically fails all Dexterity saving throws from such effects that occur in its interior.

#### ACTIONS

***Multiattack.*** The AT-TE makes four attacks: one with its laser cannon volley and three with its medium repeaters.

***Laser Cannon Volley.*** The AT-TE chooses a point within 240 ft and lets loose a blast from its heavy laser cannon that explodes in a 15ft cube around that point. Each creature within the cube must succeed on a DC 16 Dexterity saving throw, taking 33 (6d10) energy damage on a failed save, or half as much damage on a successful one.

***Medium Repeaters.*** *Ranged Weapon Attack:* +8 to hit, range 120/240 ft., one target. *Hit:* 19 (3d10+3) energy damage.

#### LEGENDARY ACTIONS

The AT-TE can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The AT-TE regains spent legendary actions at the start of their turn.

***Repeating Blasters.*** The AT-TE makes a single attack with its medium repeaters.

***Deploy Troops (Costs 2 Actions).*** The AT-TE mobilizes some of the soldiers traveling within it. It deploys 1d4+2 Troopers. These troops appear in any unoccupied spaces within 10 ft. of the AT-TE.

## ARMORED ASSAULT TANK (AAT)

The Armored Assault Tank, also known as the AAT battle tank or the AAT-1 Hover Tank, was a tank vehicle used by the Trade Federation[4] and later donated to the Confederacy of Independent Systems where it served as one of its backbone infantry defenses and backbone vehicles during the Clone Wars. Many of the AATs used by the Confederacy were painted in Confederate colors, such as blue, however there were still tanks used by the CIS in the previous tan used by the Trade Federation. The tanks were also donated to Death Watch during their alliance with the Confederacy.

### ARMORED ASSAULT TANK (AAT)

*Huge Construct, unaligned*

**Armor Class** 19
**Hit Points** 168(16d12+64)
**Speed** 30ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 20 (+5) | 22 (+6) | 19 (+4) | 10 (0) | 14 (+2) | 7 (-2) |

**Saving Throws** Str +9, Con +8
**Damage Vulnerabilities** Ion
**Condition Immunities** Poisoned, Frightened, Petrified, Restrained, Incapacitated, Stunned, Prone, Blinded, Charmed, disease
**Challenge** 13

**Circuitry**. The construct has disadvantage on saving throws against effects that would deal ion or lightning damage.

**Operated** by a Pilot & Gunner roll a separate initiative for both

**Piloted**. The construct requires an active pilot to take any actions, and if the pilot is subjected to any conditions that the construct is not immune to, the construct is also subjected to those conditions. Pilot Controls movement, Ram action, & Rocket launchers

**Gunner**. The construct requires an active gunner to operate the vehicles weaponry. Gunner controls Plasma Cannon & Medium Repeating Blasters

**Freedom of Movement**. The AAT ignores difficult terrain and can pass through occupied hostile spaces

**Vulnerable Interior**. The AAT's interior is vulnerable to damage done by grenades, mines and charges, unless it is immune to that damage. It also automatically fails all Dexterity saving throws from such effects that occur in its interior.

#### ACTIONS

**Pilot** of the AAT can use the Ram action and make 1 attack utilizing the Rocket Launcher

**Ram** Any creature within the AAT's movement path must make a DC 17 Dexterity saving throw, taking 26 (4d12) kinetic damage on a failed save and is knocked prone, or half as much damage on a successful one.

**Rocket Launchers (6/day Reload 1 turn)** Ranged weapon range 100/400 DC 14 launches a barrage of rockets at a target and any creature within 10ft. Taking 6d6 kinetic damage on a failed save and half as much on a successful one

**Gunner** can make two attacks using the medium repeating blasters

**Medium Repeating Blasters**. Ranged Weapon Attack: +10 to hit, range 120/240 ft., one target. Hit: 25 (4d10+6) energy damage.

**Plasma Cannon (Recharge 5-6)**. The AAT launches a plasma shell 150/300 ft range target must be at least 15 ft away from the AAT. Blast has a 15ft Radius. Each creature in that area must make a DC 18 Dexterity saving throw, taking 52 (8d12) fire damage on a failed save, or half as much damage on a successful one. (If shot is over 150ft targets have advantage on dex save)

## TX-225 GAVW "OCCUPIER" COMBAT ASSAULT TANK

The TX-225 GAVw "Occupier" combat assault tank, also known as the TX-225A Occupier tank, or simply the Imperial combat assault tank, is a track-propelled ground assault vehicle used by the Galactic Empire, and operated by a commander and two pilots. The tank has great maneuverability in tight quarters, such as the streets of occupied cities. Its laser cannons can devastate enemy troops, and the powerful engines can transport heavy payloads. Costing 45,000 credits, the Occupier has a maximum speed of approximately 72 kph on road and 45 kph off road. It is 7.30 meters long and 1.82 meters tall.

### TX-225A OCCUPIER TANK

*Huge construct, unaligned*

**Armor Class** 16 (armor plating)
**Hit Points** 85 (9d8 + 45)
**Speed** 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 23 (+6) | 18 (+4) | 21 (+5) | 10 (+0) | 10 (+0) | 7 (-2) |

**Saving Throws** Str +9, Con +7
**Damage Vulnerabilities** ion
**Damage Resistances** psychic
**Damage Immunities** poison, necrotic
**Condition Immunities** poisoned, disease, frightened, petrified, restrained, incapacitated, stunned, prone, blinded, charmed
**Senses** —
**Challenge** 6 (2,300 XP)

***Circuitry.*** The tank has disadvantage on saving throws against effects that would deal ion or lightning damage.

***Heavy Durasteel Armor.*** The outer layer of the tank is covered in heavy armor, making it difficult for smaller arms to damage it. Unless the damage from a single attack or effect exceeds 15 points, the tank takes no damage from that attack. If the tank takes an amount of damage from a single attack or effect equal to or greater than its damage threshold, it takes damage as normal.

***Piloted.*** The tank requires an active pilot to take any actions, and if the pilot is subjected to any conditions that the construct is not immune to, the construct is also subjected to those conditions. The pilot may take their own action or one of the actions granted by the construct.

***Vulnerable Interior*** The tank's interior is vulnerable to damage done by grenades, mines and charges, unless it is immune to that damage. It also automatically fails all Dexterity saving throws from such effects that occur in its interior.

#### ACTIONS

***Multiattack.*** The tank makes two laser cannon attacks

***Laser Cannon.*** *Ranged Weapon Attack* +7 to hit, 100/400, one target. *Hit* 15 (2d10 + 4) energy damage

***Blaster Cannon Volley (Recharge 5-6).*** the tank launches a barrage of cannon fire at a point within 120 feet. Each creature within 20 feet of that point must make a DC 15 Dexterity saving throw, taking 17 (5d6) energy damage on a failed save, or half as much damage on a successful one.

***Frightful Presence:*** Each creature of the tank's choice that is within 80 feet of the tank and aware of it must succeed on a DC 12 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the tank's Frightful Presence for the next 24 hours.

## GALACTIC NAVY

As the branch of the galactic military that deals with space operations, the galactic navy has been composed of many sub-units and organizations, and has utilized a vast array of starships to achieve its objectives throughout the years.

***Republic Navy.*** The Republic Navy, also referred to as the Republic fleet, Republic starfleet or the Galactic Republic fleet, was the military naval force of the Galactic Republic during the Clone Wars. The Navy served to transport the clone army across the galaxy while also engaging in ship-to-ship combat with the Confederacy navy. Following the end of the war and the formation of the Galactic Empire, the Republic Navy transitioned into the Imperial Navy.

***Imperial Navy.*** The Imperial Navy, also known as the Imperial Starfleet or the Imperial fleet, was the naval branch of the Galactic Empire's military. It was created in the wake of the Clone Wars, when Chancellor Sheev Palpatine transformed the Galactic Republic he led into an authoritarian Empire. Consisting mainly of Star Destroyers and TIE fighters, the Imperial Navy was tasked with maintaining order in the galaxy.

***First Order Navy.*** The First Order Navy, also referred to as the First Order fleet, was the naval branch of the First Order military. It superseded the Imperial Navy of the former Galactic Empire, it would be paramount to the gradual conquest and colonization of the Unknown Regions by the Imperial successor state, the First Order.

### OFFICER, JUNIOR

*Medium humanoid, unaligned*

**Armor Class** 12 (combat suit)
**Hit Points** 13 (3d8)
**Speed** 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 10 (+0) | 12 (+1) | 10 (+0) | 14 (+2) | 11 (+0) | 12 (+1) |

**Skills** Perception +2, Intimidate +3
**Senses** Passive Perception 12
**Languages** Galactic Basic
**Challenge** 1/2 (100 XP)

***Aura of Command*** Friendly creatures that it can see and hear the junior officer within 30 feet of it add a +1 bonus to their attack and damage rolls. This effect ends if the officer is incapacitated.

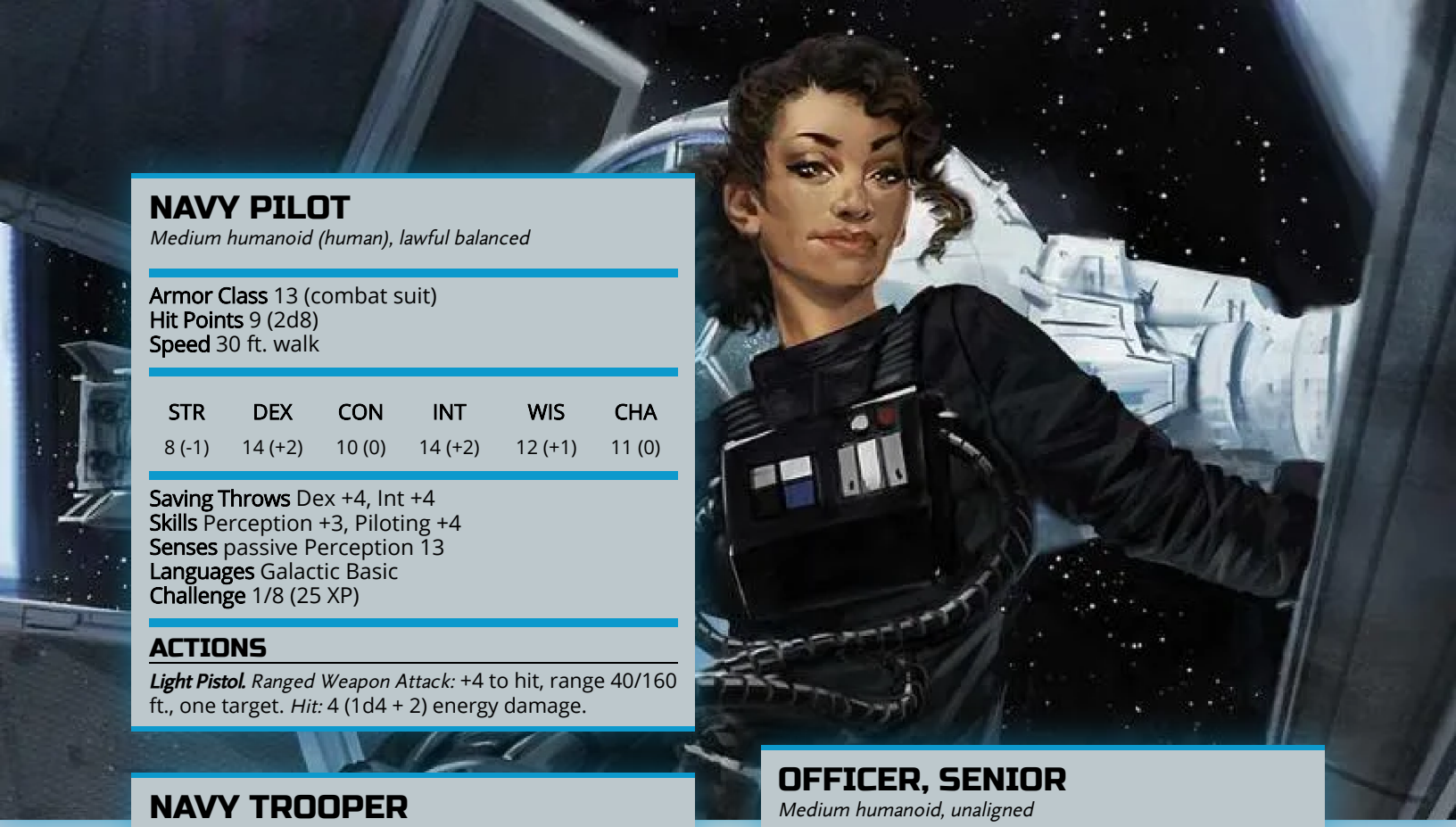
#### ACTIONS

***Blaster Carbine.*** *Ranged Weapon Attack:* +3 to hit, range 60/240 ft., one target. *Hit:* 4 (1d6 + 1) energy damage.

***Command Ally.*** The junior officer targets one ally within 30 feet of it. If the target can hear the officer, the target can make one weapon attack as a reaction and gains advantage on the attack roll.

#### REACTIONS

***Human Shield*** When the officer is targeted by a ranged attack while an ally is within 5 ft of it, the officer can use its reaction to cause that ally to be targeted by the attack instead.



## NAVY PILOT

*Medium humanoid (human), lawful balanced*

**Armor Class** 13 (combat suit)
**Hit Points** 9 (2d8)
**Speed** 30 ft. walk

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 8 (-1) | 14 (+2) | 10 (0) | 14 (+2) | 12 (+1) | 11 (0) |

**Saving Throws** Dex +4, Int +4
**Skills** Perception +3, Piloting +4
**Senses** passive Perception 13
**Languages** Galactic Basic
**Challenge** 1/8 (25 XP)

### ACTIONS

***Light Pistol.*** *Ranged Weapon Attack:* +4 to hit, range 40/160 ft., one target. *Hit:* 4 (1d4 + 2) energy damage.

## NAVY TROOPER

*Medium humanoid, unaligned*

**Armor Class** 14 (combat suit)
**Hit Points** 13 (3d8)
**Speed** 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 10 (+0) | 14 (+2) | 10 (+0) | 11 (+0) | 11 (+0) | 10 (+0) |

**Skills** Athletics +2, Perception +2
**Senses** Passive Perception 12
**Languages** Galactic Basic
**Challenge** 1/2 (100 XP)

### ACTIONS

***Multiattack.*** The Navy Trooper makes two blaster carbine attacks.

***Blaster Carbine.*** Ranged Weapon Attack: +4 to hit, range 60/240 ft., one target. Hit: 5 (1d6 + 2) energy damage.

## OFFICER, SENIOR

*Medium humanoid, unaligned*

**Armor Class** 15 (battle armor)
**Hit Points** 38 (7d8+7)
**Speed** 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 10 (+0) | 12 (+1) | 12 (+1) | 16 (+3) | 11 (+0) | 13 (+1) |

**Skills** Perception +2, Intimidate +3
**Senses** Passive Perception 12
**Languages** Galactic Basic
**Challenge** 3 (700 XP)

***Superior Aura of Command*** Friendly creatures that it can see and hear the junior officer within 30 feet of it add a +2 bonus to their attack and damage rolls. This effect ends if the officer is incapacitated.

### ACTIONS

***Blaster Carbine.*** Ranged Weapon Attack: +3 to hit, range 60/240 ft., one target. Hit: 4 (1d6 + 1) energy damage.

***Call to Attack.*** Up to three allies within 120 feet of this officer that can hear it can each use their reaction to make one weapon attack.

***Rally Allies.*** The officer targets up to three allies within 120 feet that can hear it and are currently suffering from a fear or charm effect. The fear or charm effect is removed.

### REACTIONS

***Human Shield*** When the officer is targeted by a ranged attack while an ally is within 5 ft of it, the officer can use its reaction to cause that ally to be targeted by the attack instead.

## GRAND ADMIRAL

*Medium humanoid, unaligned*

**Armor Class** 19 (heavy combat suit and medium shield generator) or 21 (tactical advantage/superiority)
**Hit Points** 255 (30d8 + 120)
**Speed** 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 13 (+1) | 20 (+5) | 18 (+4) | 27 (+8) | 23 (+6) | 20 (+5) |

**Saving Throws** Dex +10, Int +9, Wis +7, Cha
**Skills** Athletics +8, Deception +12, Insight +20, Investigation +22, Lore +22, Perception +20, Persuasion +12
**Damage Resistances** Psychic
**Senses** Darkvision 120 ft., passive Perception 30
**Languages** Galactic basic, Cheunh, and any 3 others
**Challenge** 20 (25,000 XP)

***Hardened Mind.*** When the Grand Admiral makes a saving throw against illusions or to resist charm and fear effects, it may add its Intelligence modifier (8) to the roll.

***Hyper Intelligence.*** The Grand Admiral's techcasting ability is Intelligence (tech save DC 23, +15 to hit with tech attacks). The Grand Admiral innately knows the following tech powers:

At-will: *assess the situation, analyze, decryption program, detect enhancement, spot the weakness, detect invisibility, detect traps*
3/day each: *element of surprise, explosion, tactical advantage, ballistic shield, salvo, friendly fire, greater analyze*
1/day each: *contingency, find the path, tactical superiority, stun, predictive AI*

***Leadership (1/rest).*** For 1 minute, the Grand Admiral can utter a special command or warning whenever a nonhostile creature that it can see within 30 feet of it makes an attack roll or a saving throw. The creature can add a d4 to its roll provided it can hear and understand the Grand Admiral. A creature can benefit from only one Leadership die at a time. This effect ends if the Grand Admiral is incapacitated.

***Legendary Resistance (3/day).*** If the Grand Admiral fails a saving throw, it can choose to succeed instead.

***Sidearm Mastery.*** The Grand Admiral's ranged weapon attacks ignore half cover against targets within 15 feet of the Grand Admiral. The Grand Admiral gains a +3 bonus to attack rolls made with a pistol.

***Targeted Analysis.*** The Grand Admiral's attack rolls cannot suffer from disadvantage.

***Tech Resistance.*** The Grand Admiral has advantage on saving throws against tech powers.

### ACTIONS

***Multiattack.*** The Grand Admiral makes three melee weapon attacks or three ranged weapon attacks.

***Heavy Pistol.*** *Ranged Weapon Attack:* +15 to hit, range 40/160 ft., one target. *Hit:* 16 (1d8 + 2d6 + 5) energy damage.

***Techblade.*** *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 15 (3d6 + 5) kinetic damage.

***Unarmed Strike.*** *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 14 (1d4 + 2d6 + 5) kinetic damage.

***All-Out Attack (1/rest).*** The Grand Admiral chooses a number of allies up to its Intelligence modifier (8) within 60 feet who can see or hear it. The chosen allies may then immediately use their reaction to make one weapon attack against a target of the Grand Admiral's choice. It may choose the target for each attack separately.

### REACTIONS

***Calculated Timing.*** The Grand Admiral can focus a target down with the help with an ally. Once per round, whenever a creature is attacked by someone other than the Grand Admiral, the Grand Admiral can use its reaction to make one weapon attack against them.

### LEGENDARY ACTIONS

The Grand Admiral can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The Grand Admiral regains spent legendary actions at the start of its turn.

**Move.** The Grand Admiral can move up to its speed without provoking opportunity attacks.

**Casting.** The Grand Admiral can cast an at-will power.

**Attack** The Grand Admiral makes one Heavy Pistol, Techblade, or Unarmed Strike attack.

## GAMORREANS

Gamorreans were a sentient species of green-skinned porcine humanoids that hailed from the Outer Rim planet of Gamorr.

*Biology & Appearance.* A species of tall, strong bipeds, the Gamorreans have porcine traits, like an upturned, large-nostriled cartilaginous snout, jowls, and upturned tusks. Their hulking bodies are covered in green, thick and hairless skin. They have five digits on every extremity, each sporting a hard nail. The digits of their hands include an opposable thumb, which allows the Gamorreans to easily grasp and handle objects. The species has two sexes: the males, referred to as boars, and the females, called sows.

*Society & Culture.* Gamorreans have a clan-based society. Each clan is ruled by a female leader, the Clan Matron, and a male leader, the Warlord, although the Gamorrean society is, at heart, a matriarchy. Indeed, a Warlord holds his position by way of marriage to a Matron rather than force, although Matrons make their selections based on the boars' combat skills. Gamorreans see war as glorious, and violent clashes between clans are rife.

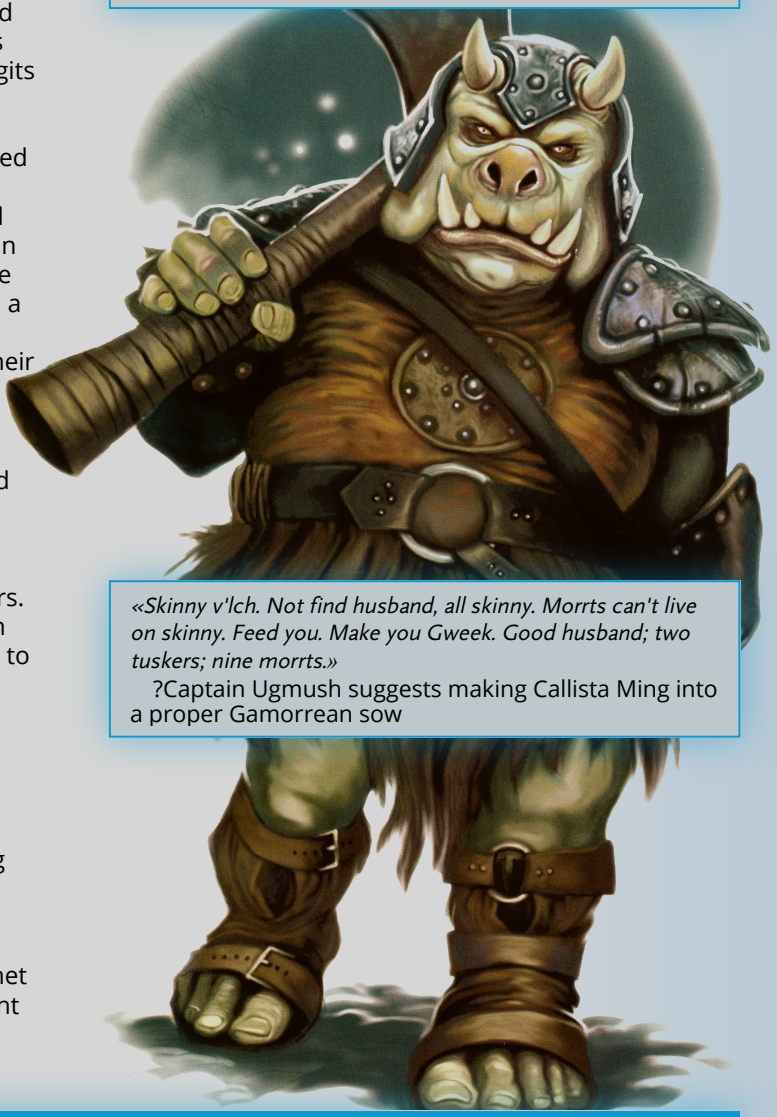
Because of their low intelligence, Gamorreans tend to be both stubborn and loyal; philosophically, they believe that any problem can be solved by hitting it with brute force. They have a language of their own that sounds like mere grunts and squeals to outsiders. Although they can understand other languages, such as Galactic Basic, they find most of them too difficult to pronounce.

Technologically speaking, the Gamorreans are primitive, and they favor melee weapons like vibro-axes and vibro-lances over blasters. They did not discover space travel on their own. Moreover, Gamorrean boars fail to maintain personal hygiene, rarely changing their clothes or wiping the streaming mucus from under their snouts.

*Across the Galaxy.* Offworld Gamorreans are a common sight, be they mercenaries or enforcers working for crime lords. They also colonized the planet Pzob in the K749 system and are the majority sentient species on Lanthrym in the Elrood sector.

### MORRTS

Gamorreans are typically covered by a number of parasitic bloodsuckers called morrts. They consider them adorable pets, and the number of morrts that a Gamorrean hosts is related to their status, with a clan Warlord or Matron hosting up to 20 morrts.



*«Skinny v'lch. Not find husband, all skinny. Morrts can't live on skinny. Feed you. Make you Gweek. Good husband; two tuskers; nine morrts.»*

?Captain Ugmush suggests making Callista Ming into a proper Gamorrean sow



## GAMORREAN GUARD

*Medium humanoid (Gamorrean), chaotic dark*

**Armor Class** 15 (Natural Armor)
**Hit Points** 84 (9d8 + 36)
**Speed** 40 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 18 (+4) | 12 (+1) | 18 (+4) | 9 (-1) | 11 (+0) | 9 (-1) |

**Damage Resistances** Kinetic and Energy from unenhanced weapons
**Senses** passive Perception 10
**Languages** Gamorrese, Galactic Basic (understands but can't speak)

**Challenge** 2 (450 XP)

### TRAITS

***Reckless.*** At the start of its turn, the berserker can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against it have advantage until the start of its next turn.

***Brutal Critical.*** When the guards scores a critical hit with a melee weapon attack, roll one of the weapon's damage dice one additional time and add it to the extra damage of the critical hit.

### ACTIONS

***Vibroaxe.*** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit* 12 (1d12 + 6)

## GHEST

A non-sentient, predatory, serpentine species native to the jungle swamps of the planet Rodia.

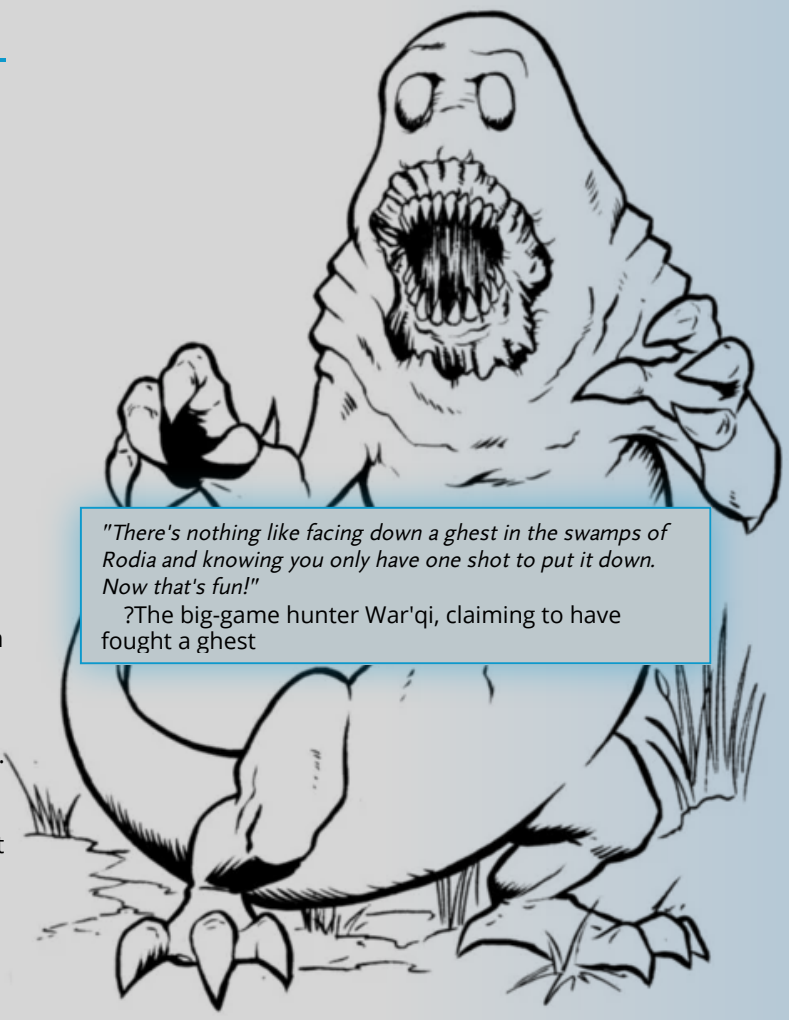
***Biology & Appearance.*** Ghests possess cartilaginous skeletons, a pair of bulbous, featureless eyes and a maw full of razor-sharp teeth. Their head is located at the end of a long, slender body, which is, on average, six meters in length. They possess slick skin, a tail, and four relatively thin limbs: two forelimbs and two larger hindlimbs, all ending in four thick, clawed digits. Where the forelimbs attach to the body beneath the head, the skin is particularly wrinkled.

The species reproduces sexually, and females can even extract and use sperm from dead male members of the species. Once fertilized, a female lays hundreds of eggs which will hatch into juveniles, which appear as tiny versions of their parents.

They are capable of extended hibernation.

***Behavior.*** Ghests hunt large species of herbivore and can walk on their hind limbs while on land, but hunt and mate while submerged in water. Ghests swim slowly when hunting, keeping all but their eyes and forehead submerged below the surface. It is not unknown for ghests to attack small Rodian settlements, devouring all residents within a few hours. Ghests have no natural predators on Rodia.

***Rodian Culture.*** Ghests hold an important place in Rodian myth and legend. Ancient Rodians believed that ghests, or swamp demons, captured the spirits of the dead; thus, sightings of the species were considered bad omens. Killing a ghest is sometimes believed to remove a curse, such as a drought or famine, so groups of male Rodians sometimes band together to ritually hunt down a ghest and kill it.



*"There's nothing like facing down a ghest in the swamps of Rodia and knowing you only have one shot to put it down. Now that's fun!"*

?The big-game hunter War'qi, claiming to have fought a ghest

## GHEST

*Huge beast, unaligned*

**Armor Class** 14 (natural armor)
**Hit Points** 104 (11d12 + 33)
**Speed** 20 ft., swim 60 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 21 (+5) | 9 (-1) | 17 (+3) | 2 (-4) | 10 (0) | 7 (-2) |

**Skills** Stealth +5, Perception +3
**Damage Resistance** kinetic
**Senses** passive Perception 13
**Languages** —
**Challenge** 6 (2,300 XP)

***Ambusher.*** In the first round of a combat, the ghest has advantage on attack rolls against any creature it surprised.

***Hold Breath.*** The ghest can hold its breath for 30 minutes.

### ACTIONS

***Multiattack.*** The ghest can make two attacks: one with its bite and one with its claws.

***Bite.*** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 21 (3d10 + 5) kinetic damage and the target is grappled (escape DC 16). Until this grapple ends, the target is restrained, and the ghest can't bite another target.

***Claws.*** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) kinetic damage.

***Swallow.*** The ghest makes one bite attack against a Medium or smaller target it is grappling. If the attack hits, the target is swallowed, and the grapple ends. The swallowed target is blinded and restrained, it has total cover against attacks and other effects outside the ghest, and it takes 10 (3d6) acid damage at the start of each of the ghest's turns. The ghest can have only one target swallowed at a time.

If the ghest takes 25 damage or more on a single turn from a creature inside it, the ghest must succeed on a DC 14 Constitution saving throw at the end of that turn or regurgitate the swallowed creatures, which fall prone in a space within 10 feet of the ghest. If the ghest dies, the swallowed creatures are no longer restrained by it and can escape from the corpse using 5 feet of movement, exiting prone.

## GIZKA

Gizka are small reptiles that can be found all across the galaxy.

***History.*** Whatever their native world, their extraordinary reproduction rate led to a fair amount of gizka on many worlds, even including uncharted planets such as Lehon, finding their way from the wreckage of crashed starships. It has been alternatively postulated that they came from that planet originally, spreading along with the Infinite Empire. Their exponential population growth led to them being considered pests on almost as many worlds as they inhabited, as they commonly eat electrical wiring.

***Culture.*** They are the source for the delicacy gizka steak. Some species of sentient carnivores, like Trandoshans, seemed to think that gizka were one of those kinds of animals that "everything tastes like."

> *"Humansssss...taste like gizka."*
> ?Anonymous Trandoshan

### GIZKA

*Tiny beast, unaligned*

**Armor Class** 12
**Hit Points** 1 (1d4 - 2)
**Speed** 20 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 2 (-4) | 14 (+2) | 7 (-2) | 2 (-4) | 10 (0) | 5 (-3) |

**Senses** blindsight 120 ft. (blind beyond this radius), passive Perception 10
**Languages** —
**Challenge** 0 (10 XP)

***Echolocation.*** The gizka can't use its blindsight while deafened.

***Standing Leap.*** The gizka's long jump is up to 10 ft. and its high jump is up to 5 ft., with or without a running start.

#### ACTIONS

***Bite.*** *Melee Weapon Attack:* +0 to hit, reach 5 ft., one target. *Hit:* 1 kinetic damage.

### GIZKA SWARM

*Medium swarm of tiny beasts, unaligned*

**Armor Class** 12
**Hit Points** 22 (5d8)
**Speed** 20ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 7 (-2) | 14 (+2) | 10 (0) | 3 (-4) | 14 (+2) | 5 (-3) |

**Damage Resistance** energy, kinetic
**Condition Immunities** charmed, frightened, paralyzed, petrified, prone, restrained, stunned
**Senses** blindsight 120 ft. (blind beyond this radius), passive Perception 10
**Languages** —
**Challenge** 1/4 (50 XP)

***Swarm.*** The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny gizka. The swarm can't regain hit points or gain temporary hit points.

***Echolocation.*** The swarm can't use its blindsight while deafened.

#### ACTIONS

***Bite.*** *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target in the swarm's space. *Hit:* 7 (2d6) kinetic damage or 3 (1d6) kinetic damage if the swarm has half of its hit points or fewer.

# GORAX

Gorax were a species of seldom-seen giant humanoids native to the mountains of Endor. They sometimes attacked the villages of the Ewoks, who were among the sentient inhabitants of the moon.

***Biology & Appearance.*** Adult Gorax were usually over six meters tall. Some specimens were recorded that were up to 30 meters in height. A Gorax's ocher skin is covered in thick, matted dark fur, except on the face, hands and feet. Its head features two forward-facing eyes with bushy brows, a mouth full of sharp fangs, and slit nostrils. Its limbs terminate in four fingers, including an opposable thumb. All of these digits end in sharp nails. However, some variants are known to have three-fingered hands, and feet with two large toes. Their large ponted ears offered them a highly sensitive hearing.

Gorax have immense strength; they are capable of uprooting a large tree effortlessly with both hands.

***Behavior.*** Gorax live in mountainous areas and rarely show themselves. Although they mostly behave like savage animals, they display a capacity to use objects as crude tools—for example, using an uprooted tree as a blunt weapon. Moreover, some wear crude pieces of clothing, like a sash made of furs and skulls, or a belted loincloth.

## GORAX

*Huge humanoid, unaligned*

**Armor Class** 17 (natural armor)
**Hit Points** 126 (11d12+55)
**Speed** 40 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 23 (+6) | 15 (+2) | 20 (+5) | 7 (-2) | 11 (0) | 6 (-2) |

**Saving Throws** Dex +3, Con +8, Wis +3
**Skills** Athletics +9, Perception +3, Intimidation +1
**Senses** darkvision 60 ft., passive Perception 13
**Languages** Gorax
**Challenge** 6 (2,300 XP)

***Keen Hearing.*** The gorax has advantage on Wisdom (Perception) checks that rely on hearing.

***Stench.*** Any creature other than a gorax that starts its turn within 10 feet of the gorax must succeed on a DC 15 Constitution saving throw or be poisoned until the start of the creature's next turn. On a successful saving throw, the creature is immune to the stench of any gorax for 1 hour.

***Sunlight Sensitivity.*** While in sunlight, the gorax has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

### ACTIONS

***Multiattack.*** The gorax makes two greatclub attacks.

***Stomp.*** *Melee Weapon Attack:* +9 to hit, reach 5 ft., one Medium or smaller creature. *Hit:* 27 (6d6 + 5) kinetic damage and the target is grappled (escape DC 15). Until this grapple ends, the target is prone. The grapple ends early if the gorax moves.

***Greatclub.*** *Melee Weapon Attack:* +9 to hit, reach 15 ft., one target. *Hit:* 19 (3d8 + 6) kinetic damage.

***Rock.*** *Ranged Weapon Attack:* +9 to hit, range 60/240 ft., one target. *Hit:* 28 (4d10 + 6) kinetic damage. If the target is a creature, it must succeed on a DC 17 Strength saving throw or be knocked prone.

## GUNDARK

Gundarks are a fearsome anthropoid from Vanqor known as one of the most vicious, strong, and aggressive species in the galaxy.

***Biology.*** These non-sentient creatures stand between 1 and 2.5 meters tall, with four powerful arms and large ears as wide as their head. Both their hands and feet end with opposable digits. Gundarks are covered in short brown or gray hair, but are birthed live with black coats of fur, and are able to fight almost as soon as they leave the womb. A gundark's hair lightens as it grows older and its large, bat-like ears began to enlarge until, at puberty, they reach the width of its head, hence the expression "strong enough to pull the ears off a gundark." These creatures are born with only two of its four adult arms, with the second pair emerging during adolescence.

***Behavior.*** Though not quite as intelligent as sentient creatures, gundarks are advanced enough to use simple tools such as rocks and clubs. (In spite of this, the expression "gundark brain" is used as an intelligence insult.) They live in organized family units inside hollowed-out trees or caves. Several gundark families often live together as a tribe, working for their common survival. Gundark society is matriarchal, with the oldest and most cunning female ruling the tribe. Males build the tribal homes and defended them ferociously from all intruders, attacking anything that enters the vicinity of the nest. Female gundarks are usually hunter-gatherers, acquiring the food needed by the tribe and training the young gundarks who aren't old enough to go out on their own.

***Gladiators.*** In gladiatorial arenas, a gundark is one of the most dangerous and feared opponents. Their short temper and thirst for blood means they will attack without provocation, even against opponents such as rancors or trompa.

***Variants.*** There are several subspecies of gundark, including the Burskan gundark of Burska and an unidentified green subspecies with four equal sized arms, a tail ending in a pincher-like pair of claws, two toed feet, and a more reptilian appearance. Another sub-species was the Brachian Beastlord which is found on the moon Lamus. It is particularly vicious compared to main-line gundarks, and has a poisonous bite.

Some other species of carnivores are called gundarks, not because of physical resemblance but because of similarly vicious temperaments. These species include the long-necked gundark of Kharzet III and the aquatic gundark of Yavin 4.

### GUNDARK, ADOLESCENT

*Medium beast. unaligned*

**Armor Class** 13 (natural armor)
**Hit Points** 22 (5d8)
**Speed** 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 14 (+2) | 12 (+1) | 11 (0) | 4 (-3) | 12 (+1) | 8 (-1) |

**Skills** Perception +3
**Senses** darkvision 60 ft., passive Perception 13
**Languages** —
**Challenge** 1/2 (100 XP)

***Rampage.*** When the gundark reduces a creature to 0 hit points with a melee attack on its turn, the gundark can take a bonus action to move up to half its speed and make a claw attack.

***Keen Hearing and Smell.*** The gundark has advantage on Wisdom (Perception) checks that rely on hearing or smell.

#### ACTIONS

***Multiattack.*** The gundark can make two claw attacks.

***Claw.*** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 +3) kinetic damage.

## GUNDARK, ADULT

*Medium beast. unaligned*

**Armor Class** 13 (natural armor)
**Hit Points** 44 (8d8 + 8)
**Speed** 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 16 (+3) | 12 (+1) | 13 (+1) | 5 (-3) | 15 (+2) | 8 (-1) |

**Skills** Perception +4
**Senses** darkvision 60 ft., passive Perception 14
**Languages** —
**Challenge** 2 (450 XP)

***Rampage.*** When the gundark reduces a creature to 0 hit points with a melee attack on its turn, the gundark can take a bonus action to move up to half its speed and make a claw attack.

***Keen Hearing and Smell.*** The gundark has advantage on Wisdom (Perception) checks that rely on hearing or smell.

### ACTIONS

***Multiattack.*** The gundark can make four attacks: two with its claws and two with its gigantic claws.

***Claw.*** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 +3) kinetic damage.

***Gigantic Claw.*** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 +3) kinetic damage.

## GUNDARK ALPHA

*Large beast, unaligned*

**Armor Class** 14
**Hit Points** 157 (15d10+75)
**Speed** 40ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 20 (+5) | 15 (+2) | 20 (+5) | 3 (-4) | 9 (-1) | 7 (-2) |

**Skills** Perception +3
**Senses** Darkvision 120 ft., passive Perception 13
**Languages** —
**Challenge** 9 (5000 XP)

***Siege Monster.*** The gundark deals double damage to objects and structures.

***Keen Sight and Smell.*** The gundark has advantage on Wisdom (Perception) checks that rely on sight or smell.

### ACTIONS

***Multiattack.*** The gundark makes two attacks with its claws. It then makes one bite attack or one pummel attack.

***Claw.*** *Melee Weapon Attack:* +9 to hit, reach 5ft, one target, hit 12 (2d6+5) kinetic damage. The target is grappled (escape DC 15) if that claw isn't already grappling a creature. Until the grapple ends, the creature is restrained.

***Bite.*** *Melee Weapon Attack:* +9 to hit, reach 5ft, one target, hit 9 (1d8+5) kinetic damage.

***Pummel.*** The monster makes one claw attack against a creature it is grappling. The the attack hits, the monster takes the claw's damage.

## GUNDARK MATRIARCH

*Large beast. unaligned*

**Armor Class** 15 (natural armor)
**Hit Points** 90 (12d10 + 24)
**Speed** 40 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 18 (+4) | 14 (+2) | 15 (+2) | 6 (-2) | 15 (+2) | 9 (-1) |

**Saving Throws** Dex +4, Con +4
**Skills** Perception +4
**Senses** darkvision 60 ft., passive Perception 14
**Languages** —
**Challenge** 4 (1,100 XP)

***Aura of Blood Thirst.*** If the matriarch isn't incapacitated, any other gundark can make a melee attack as a bonus action while within 10 feet of the matriarch.

***Rampage.*** When the matriarch reduces a creature to 0 hit points with a melee attack on its turn, the matriarch can take a bonus action to move up to half its speed and make a claw attack.

***Keen Hearing and Smell.*** The matriarch has advantage on Wisdom (Perception) checks that rely on hearing or smell.

### ACTIONS

***Multiattack.*** The matriarch can make four attacks: two with its claws and two with its gigantic claws.

***Claw.*** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) kinetic damage.

***Gigantic Claw.*** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 17 (3d8 + 4) kinetic damage.

## GUTKURR

Gutkurrs are a species of predatory insectoid carnivores native to the planet Ryloth.

***Biology & Appearance.*** Gutkurrs have both reptilian and insectoid characteristics. Their two-legged gait is very similar to that of a reptilian species, whereas their hard-shelled, spined carapace and sharp-mandible heads appear very insect-like. They ere approximately two meters high, and their tough hide and carapace are able to withstand several blaster shots. They are also carnivorous and very aggressive. They display little intelligence. They make a noise that sounds between a roar and a hiss.

***Clone Wars.*** During the Clone Wars, the Confederacy of Independent Systems deployed gutkurrs to attack Galactic Republic clone troopers during the Battle of Ryloth. Gutkurrs were resistant to blaster bolts and were said to be the second-most dangerous predator on Ryloth, the first being lyleks.

***Distribution.*** Gutkurrs were found on the planet Ryloth and on the planet Onderon.

### RYLOTH

Ryloth, also known as Twi'lek, and Twi'lek Prime, is the homeworld of the Twi'leks, an Outer Rim Territories world located on the Corellian Run and forming one endpoint of the Death Wind Corridor. It is the second planet in the Ryloth system, and possesses a thin, but breathable atmosphere.

Its terrain varies, filled with jungles, mesas, valleys, and volcanoes. A forest coveres its equator, filled with dangerous predators. Given the varied and dangerous terrain, Twi'leks live in caves underground where it is safer.

*"These suckers won't give up!"*
?Waxer, seeing the gutkurrs' determination

### GUTKURR

*Large beast, unaligned*

**Armor Class** 16 (natural armor)
**Hit Points** 45 (6d10 + 12)
**Speed** 40 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 16 (+3) | 14 (+2) | 15 (+2) | 2 (0) | 8 (-1) | 5 (-3) |

**Damage Resistance** energy, kinetic, and ion from unenhanced weapons
**Senses** darkvision 60 ft., passive Perception 9
**Languages** —
**Challenge** 4 (1,100 XP)

***Wounded Fury.*** While it has 10 hit points or fewer, the gutkurr has advantage on attack rolls. In addition, it deals an extra 7 (2d6) damage to any target it hits with a melee attack.

#### ACTIONS

***Multiattack.*** The gutkuur can make two claw attacks.

***Claw.*** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) kinetic damage.

## HAWK-BAT

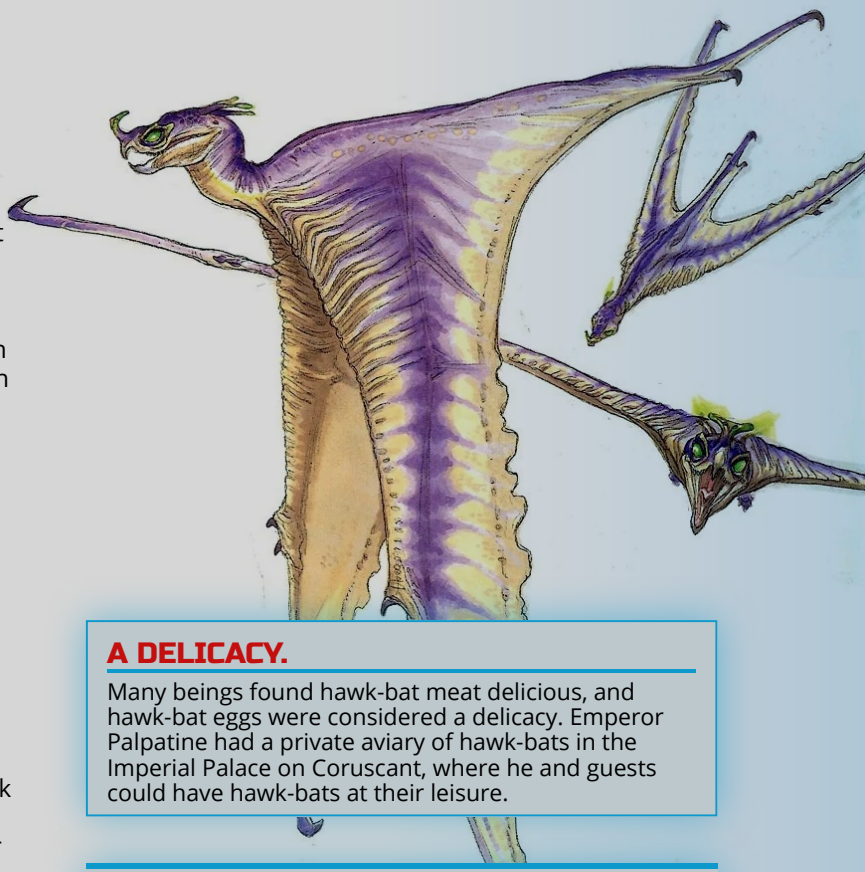
Hawk-bats are reptavian creatures with a curved beak and leathery wings that can be found on urbanized worlds like Coruscant and Taris.

***Biology & Appearance.*** The wingspan of a hawk-bat averages 1.5 meters. The wings consist of a thin membrane stretched over a series of wing-bones. The membrane itself is studded with spiky growths. The hooked beak of a hawk-bat contains tiny teeth that can tear prey to shreds, which they find with a combination of accurate eyesight and echolocation.

Young hawk-bats hatch from eggs, lack feathers, have green skin, and are fully independent. Upon reaching maturity, the hawk-bat sheds its green skin for a purplish-gray skin.

***Behavior.*** Flocks of hawk-bats hunt and attack their prey as one. Though they favor granite slugs and shadowmoth larvae, hawk-bats will feed on anything that moves. Even large enemies can be taken down by a large flock of hawk-bats.

If one hawk-bat is disturbed, all of its companions attack the aggravator at once. They usually travel in large flocks through the pipes and lower levels of Coruscant. Every few months, they migrate despite lack of seasons within the lower levels. Hawk-bats hate the cold and usually stay away from it. Many live on power cables or in heated vents, hanging upside down from warm pipes below buildings.



### A DELICACY.

Many beings found hawk-bat meat delicious, and hawk-bat eggs were considered a delicacy. Emperor Palpatine had a private aviary of hawk-bats in the Imperial Palace on Coruscant, where he and guests could have hawk-bats at their leisure.

### HAWK-BAT

*Small beast, unaligned*

**Armor Class** 12
**Hit Points** 7 (2d6)
**Speed** 10 ft., climb 10 ft., fly 60 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 4 (-3) | 14 (+2) | 10 (0) | 3 (-4) | 14 (+2) | 5 (-3) |

**Skills** Perception +6
**Senses** blindsight 60 ft., passive Perception 16
**Languages** —
**Challenge** 1/4 (50 XP)

***Echolocation.*** The hawk-bat loses blindsight when deafened.

***Keen Hearing and Sight.*** The hawk-bat has advantage on Wisdom (Perception) checks that rely on hearing and sight.

***Pack Tactics.*** The hawk-bat has advantage on an attack roll against a creature if at least one of the hawk-bat's allies is within 5 ft. of the creature and the ally isn't incapacitated.

#### ACTIONS

***Talons.*** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) kinetic damage.

### HAWK-BAT SWARM

*Large swarm of small beasts, unaligned*

**Armor Class** 12
**Hit Points** 44 (8d10)
**Speed** 10 ft., climb 10 ft., fly 60 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 8 (-1) | 14 (+2) | 10 (0) | 3 (-4) | 14 (+2) | 5 (-3) |

**Skills** Perception +6
**Damage Resistance** energy, kinetic
**Condition Immunities** charmed, frightened, paralyzed, petrified, prone, restrained, stunned
**Senses** blindsight 60 ft., passive Perception 16
**Languages** —
**Challenge** 2 (450 XP)

***Swarm.*** The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Small hawk-bats. The swarm can't regain hit points or gain temporary hit points.

***Echolocation.*** The swarm can't use its blindsight while deafened.

***Keen Hearing and Sight.*** The swarm has advantage on Wisdom (Perception) checks that rely on hearing and sight.

#### ACTIONS

***Talons.*** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target in the swarm's space. *Hit:* 11 (2d8 + 2) kinetic damage or 7 (1d8 + 2) kinetic damage if the swarm has half of its hit points or fewer.

## HSSISS

Hssiss, or dark side dragons, are a lizard species with the ability to influence Force-sensitive beings around them.

***Biology & Appearance.*** In appearance, Hssiss look like nothing more than particularly vicious reptiles, about three meters in length, with a green, scaly hide. In addition to those three meters, they have a meter long tail, covered in rows of spikes which stretch up past their backs and onto their necks. When in the lakes on Ambria, they hunt in pairs, grasping their prey with their strong jaws and sinking dozens of teeth into the unfortunate animal's body, while the other Hssiss sinks its jagged claws into it.

***Abilities.*** Hssiss have a potent, venomous bite filled or powered by the Dark Side. Hssiss also have the ability to conceal themselves and become invisible, possibly doing so through the Force.

***Origins.*** Hssiss originated as savage reptilian predators on Ambria, and were one of the few creatures to survive the planet's destruction. They lived in and near Lake Natth, where Jedi Master Thon had imprisoned the dark side energies that had plagued the planet for millennia. The dark spirits then began to possess the creatures, turning them into something much fouler—it is said that these "dark side dragons" aided those who used the dark side of the Force. Eventually, Great Bogga began to use them as body guards and pitted them against those who had failed him. When he realized how effective and vicious they were, he had them transported off-world and sold in bulk. Soon, Hssiss could be found all over the galaxy, especially on worlds where the dark side was strong, including Korriban, Mimban and Vjun.

### HSSISS

*Large aberration, chaotic dark*

**Armor Class** 18 (natural armor)
**Hit Points** 125 (15d10+45)
**Speed** 30ft. swim 40ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 19 (+4) | 14 (+2) | 17 (+3) | 9 (-1) | 12 (+1) | 8 (-1) |

**Saving Throws** Dex +5, Con +6, Wis +3, Cha +5
**Skills** Perception +6, Stealth +5
**Senses** Darkvision 60ft, passive Perception 13
**Languages** Can't speak but understands commands in Sith
**Challenge** 7 ( XP)

***Amphibious.*** The dragon can breathe air and water.

***Sith-born.*** Dark forcecasters and Sith (species) have advantage on Animal Handling checks against Hssiss.

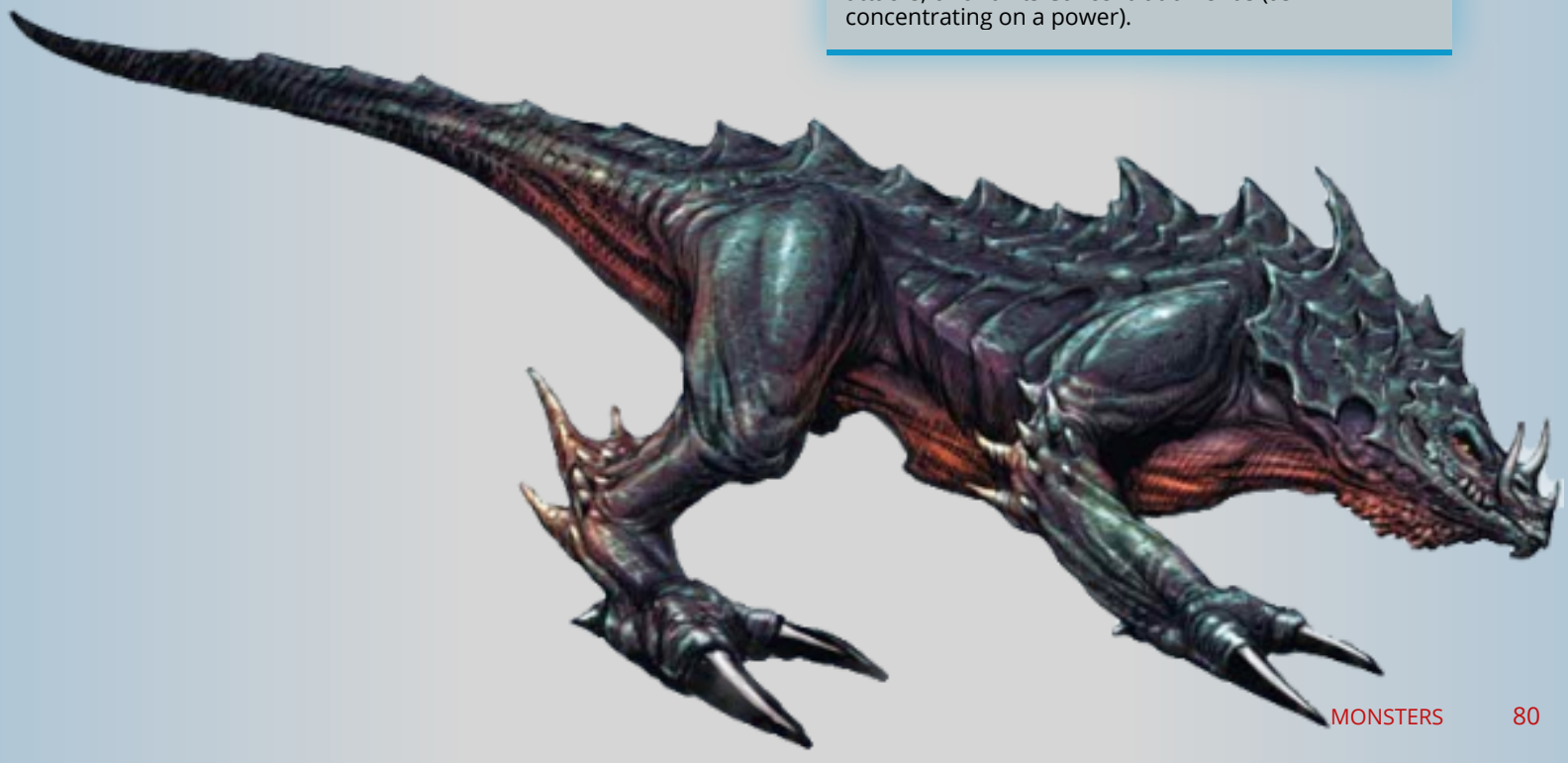
#### ACTIONS

***Multiattack.*** The Hssiss makes three attacks, once with its bite and twice with its claws.

***Bite.*** Melee Weapon Attack: +6 to hit, reach 5 ft., one creature. Hit: 14 (3d8+4) kinetic damage. The creature must then succeed on a Constitution saving throw (DC 17) or become poisoned and take 6 (2d6) toxin damage per turn. The target is also grappled (escape DC 16). Until this grapple ends, the target is restrained, and the Hssiss can't bite another target

***Claws.*** Melee Weapon Attack: +6 to hit, reach 5 ft., one creature. Hit: 11 (3d6+4) kinetic damage. The creature must then succeed on a Constitution saving throw (DC 15) or become poisoned and take 6 (2d6) toxin damage per turn.

***Invisibility:*** The Hssiss magically turns Invisible until it attacks, or until its Concentration ends (as if concentrating on a power).



# IMPERIAL SECURITY BUREAU

The Imperial Security Bureau (ISB), also referred to as the Security Bureau or Imperial Security, was a law-enforcement and intelligence agency of the Galactic Empire that was charged with matters of state security and ensuring the loyalty of citizens to the Empire. It was larger than its sister agency Imperial Intelligence, and was led by ISB high command.

The Imperial Security Bureau was formed by Galactic Emperor Palpatine as a secret police organization, dedicated to rooting out enemies of the New Order and maintaining stability throughout Imperial territories shortly after the proclamation of the New Order.

Prospective ISB personnel were drawn from the Imperial Academy system and given training within the ISB Academy and Offices complex, located within the Verity District on Coruscant. Members went through a training regimen which included learning xenophobic propaganda, and were taught from the ISB Loyalty Manual. Members of the ISB were taught a specialized vocabulary to prevent outsiders from understanding their conversations. The term "auditing" was used to signal that suspects knew they were being investigated. The practice of provoking a suspect to commit a crime was referred to as "crustbusting," and interrogating a supposed innocent in hopes he or she would react suspiciously was known as "scattering." Framing a wanted suspect for a crime to make sure he or she would be arrested was referred to as "Jabba." Following completion of the Academy, recruits filed into one of several branches of the organization described below.

High-ranking ISB agents could command stormtrooper squads, override orders of civilian and military authorities, replace questionable officers and commandeer Imperial military hardware, including Star Destroyers.

### SURVEILLANCE

By far the largest branch. Its members focused on deciphering encrypted information and analyzing data to screen for potential threats.

### ADVANCED WEAPONS RESEARCH

Responsible for special research and development of classified weapons, both before and during the Galactic Civil War.

### INTERROGATION

Second-largest branch. Extracts information from various lifeforms to obtain valuable information. Claimed to have a 95 percent success rate in recovering useful data from questioned subjects. Notably used IT-O Interrogation Units.

### INTERNAL AFFAIRS

Maintained order by investigating possible instances of insubordination. A single IA officer was stationed aboard all Star Destroyers to investigate any signs of sedition among the crew.

### ENFORCEMENT

Served as backup for agents in the field, specially trained to provide support when necessary.

### RE-EDUCATION

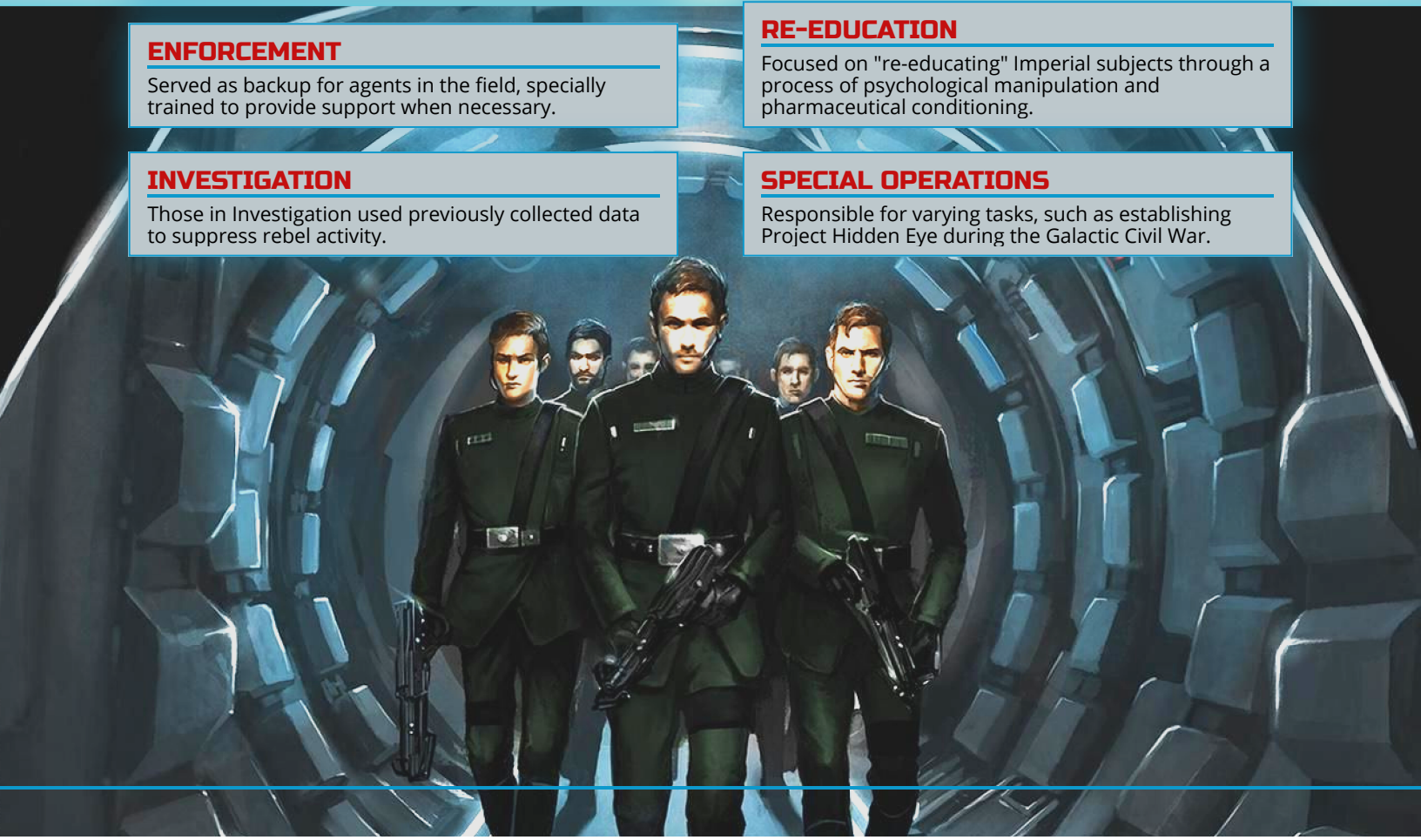
Focused on "re-educating" Imperial subjects through a process of psychological manipulation and pharmaceutical conditioning.

### INVESTIGATION

Those in Investigation used previously collected data to suppress rebel activity.

### SPECIAL OPERATIONS

Responsible for varying tasks, such as establishing Project Hidden Eye during the Galactic Civil War.



## ISB INFILTRATOR

*Medium humanoid (human), lawful dark side*

**Armor Class** 15 (heavy combat suit)
**Hit Points** 36 (8d8)
**Speed** 30 ft. walk

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 8 (-1) | 16 (+3) | 10 (0) | 16 (+3) | 12 (+1) | 14 (+2) |

**Saving Throws** Dex +5, Int +5
**Skills** Acrobatics +5, Perception +3, Stealth +5
**Senses** passive Perception 13
**Languages** Galactic Basic, one other of your choice
**Challenge** 3 (700 XP)

***Cunning Action.*** On each of its turns, the infiltrator can use a bonus action to take the Dash, Disengage, or Hide action.

***Evasion.*** If the infiltrator is subjected to an effect that allows it to make a Dex saving throw to take only half damage, the infiltrator instead takes no damage on a success, and half damage on a fail.

***Techcasting.*** The infiltrator is a 3rd-level techcaster. Its techcasting ability is Intelligence (tech save DC 13, +5 to hit with tech powers). It has 15 tech points and knows the following tech powers:

At will: *electrical burst, encrypted message, on/off*

1st-level: *holographic disguise, smoke cloud, tranquilizer*

2nd-level: *infiltrate, scorching ray*

### ACTIONS

***Blaster Carbine.*** *Ranged Weapon Attack:* +5 to hit, range 60/240 ft., one target. *Hit:* 6 (1d6 + 3) energy damage. The attack deals an extra 14 (4d6) damage when the infiltrator has advantage on the attack roll, or when the target is within 5 feet of an ally of the infiltrator and the infiltrator doesn't have disadvantage on the attack roll.

### REACTIONS

***Uncanny Dodge.*** The infiltrator halves the damage that it takes from an attack that hits it.

## ISB OFFICER

*Medium humanoid (human), lawful dark side*

**Armor Class** 16 (light combat suit, medium shield)
**Hit Points** 44 (8d10)
**Speed** 30 ft. walk

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 8 (-1) | 16 (+3) | 10 (0) | 15 (+2) | 13 (+1) | 15 (+2) |

**Saving Throws** Dex +5, Wis +3
**Skills** Perception +3, Persuasion +4
**Senses** passive Perception 13
**Languages** Galactic Basic, one other of your choice
**Challenge** 3 (700 XP)

### ACTIONS

***Multiattack.*** The Officer makes two attacks.

***Blaster Pistol.*** *Ranged Weapon Attack:* +5 to hit, range 40/160, one target. *Hit:* 6 (1d6+3) energy damage.

***Rally Troops.*** *(recharge 5-6)* The Officer rallies his troops, giving all allies within 60 feet advantage on their next attack roll.

## IT-O INTERROG. UNIT

*Tiny droid, unaligned*

**Armor Class** 11
**Hit Points** 6 (4d4 - 4)
**Speed** 0 ft., fly 40 ft. (hover)

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 3 (-4) | 10 (0) | 8 (-1) | 6 (-2) | 10 (0) | 12 (+1) |

**Skills** Intimidation +5, Insight +4
**Damage Vulnerabilities** ion, lightning
**Damage Resistance** necrotic, poison, psychic
**Condition Immunities** diseased, poisoned
**Senses** passive Perception 10, passive Insight 14
**Languages** Binary, knows Basic but can't speak it
**Challenge** 1/4 (50 XP)

***Flyby.*** The IT-O Unit doesn't provoke opportunity attacks when it flies out of an enemy's reach.

### ACTIONS

***Dart Launcher.*** *Ranged Weapon Attack:* +3 to hit, range 15/60 ft., one target. *Hit:* 1 kinetic damage plus 7 (2d6) poison damage. On a hit, the target must succeed on a Con. saving throw (DC 12) or become *stunned* for one round.

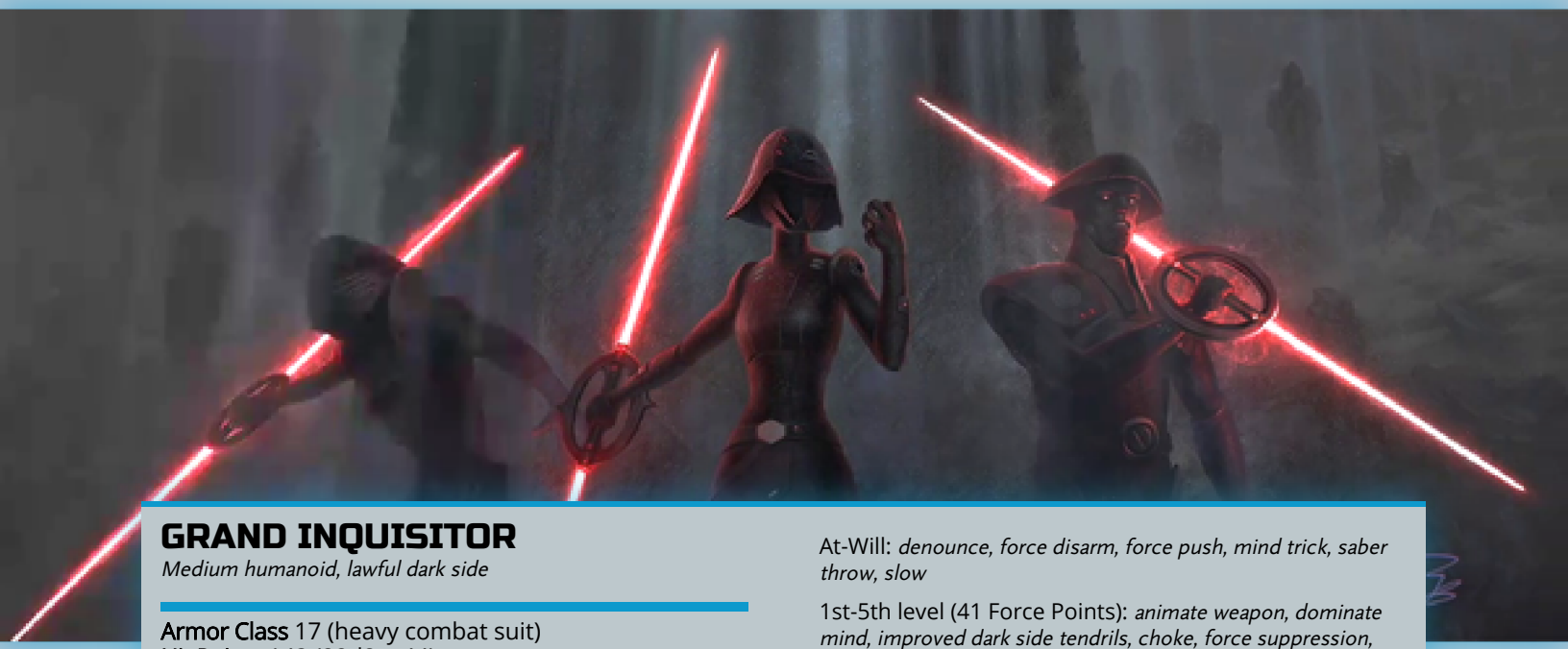
# THE INQUISITORIUS

Also known as the Order of Inquisitors, The Inquisitorious was an organization of Force-sensitive agents who worked for the Galactic Empire. Members of the Inquisitorius were known as Imperial Inquisitors, Inquisitors, Red Blades, Mystics by Imperial officers, and sometimes even Jedi hunters. They were tasked with hunting down the remaining Jedi who had survived Order 66 at the end of the Clone Wars.

## INQUISITORS

The Inquisitors were all former Jedi that had turned to the dark side in someway or another, with the Grand Inquisitor having served as a Jedi Temple Guard and the Tenth Brother being the former Jedi Master Prosset Dibs. The Emperor's apprentice Darth Vader soon discovered the program and was put in charge of them. Vader trained the Inquisitors in the ways of the dark side of the Force. As part of their training, a number of Inquisitors had parts of their body severed by Vader's lightsaber so that they would not forget the lesson of loss and to learn to abandon the tendency to fight defensively as former Jedi and adopt more offensive moves.

Inquisitors also commanded Purge Troopers, which were elite death squads of clones. Due to the nature of their mission, Inquisitors had the power to commandeer any required Imperial Military forces, and all officers were to obey their orders. Any officer who came into contact with Force-sensitive beings was to immediately contact an Inquisitor to investigate the situation. Also, some Imperial officers disliked the interference of Inquisitors with some dismissing them as "mystics." When the Inquisitors became part of the Inquisitorius, they left behind their former names and took up new names, with Brother or Sister denoting their sexes.



## GRAND INQUISITOR

*Medium humanoid, lawful dark side*

**Armor Class** 17 (heavy combat suit)
**Hit Points** 143 (22d8 + 44)
**Speed** 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 11 (+0) | 20 (+5) | 14 (+2) | 13 (+1) | 16 (+3) | 21 (+5) |

**Saving Throws** Dex +10, Wis +8, Cha +10
**Skills** Acrobatics +10, Intimidation +10, Perception +8, Stealth +10
**Senses** darkvision 60 ft., passive Perception 14
**Languages** Galactic Basic, two more of your choice
**Challenge** 14 (11,500 XP)

***Detect Force.*** The inquisitor can sense the presence and direction of a creature who can cast force powers within 120 ft.

***Force-Casting.*** The inquisitor is a 12th-level force-caster. It's force-casting ability is Charisma (force save DC 18, +10 to hit with power attacks). It regains its extended force points when it finishes a long rest. It knows the following powers:

At-Will: *denounce, force disarm, force push, mind trick, saber throw, slow*

1st-5th level (41 Force Points): *animate weapon, dominate mind, improved dark side tendrils, choke, force suppression, horror, force jump, sense force, sever force, siphon life, stun*

***Force Resistance.*** The inquisitor has advantage on saving throws against force powers and resistance to damage dealt by force powers.

***War Casting.*** When the inquisitor uses an action to cast a force power, they can use a bonus action to make a *Spinning Double Saber* attack.

### ACTIONS

***Multiattack.*** The inquisitor makes three spinning double saber attacks.

***Spinning Double Saber.*** *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 23 (4d8 + 5) energy damage.

***Dark Lightning.*** *Ranged Power Attack:* +10 to hit, range 120 ft., one or two targets. *Hit:* 28 (8d6) necrotic damage. The target must succeed on a DC 18 Strength saving throw or become restrained until the end of the inquisitor's next turn.

## INQUISITOR MASTER

*Medium humanoid, lawful dark side*

**Armor Class** 16 (heavy combat suit)
**Hit Points** 110 (20d8 + 20)
**Speed** 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 11 (+0) | 18 (+4) | 12 (+1) | 13 (+1) | 12 (+1) | 17 (+3) |

**Saving Throws** Dex +7, Cha +6
**Skills** Acrobatics +7, Intimidation +6, perception +4
**Senses** darkvision 60 ft., passive Perception 14
**Languages** Galactic Basic, two more of your choice
**Challenge** 8 (3,900 XP)

***Force-Casting.*** The inquisitor is a 10th-level force-caster. It's force-casting ability is Charisma (force save DC 14, +6 to hit with power attacks). It regains its extended force points when it finishes a long rest. It knows the following powers:

At-Will: *denounce, force disarm, force push, mind trick, saber throw, slow*

1st-4th level (33 Force Points): *animate weapon, improved dark side tendrils, choke, drain life, force sight, force suppression, horror, force jump, sense force, sever force, stun*

***Force Resistance.*** The inquisitor has advantage on saving throws against force powers.

***War Casting.*** When the inquisitor uses an action to cast a force power, they can use a bonus action to make a *Double Saber* attack.

### ACTIONS

***Spinning Double Saber.*** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 17 (3d8 + 4) energy damage.

***Double Saber.*** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) energy damage.

***Dark Lightning.*** *Ranged Power Attack:* +6 to hit, range 120 ft., one or two targets. *Hit:* 14 (4d6) necrotic damage. The target must succeed on a DC 16 Strength saving throw or become restrained until the end of the inquisitor's next turn.

## INQUISITOR KNIGHT

*Medium humanoid, lawful dark side*

**Armor Class** 15 (heavy combat suit)
**Hit Points** 36 (8d8)
**Speed** 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 11 (+0) | 16 (+3) | 10 (+0) | 13 (+1) | 12 (+1) | 16 (+3) |

**Saving Throws** Dex +5, Cha +5
**Skills** Acrobatics +5, Intimidation +5
**Senses** darkvision 60 ft., passive Perception 11
**Languages** Galactic Basic, one more of your choice
**Challenge** 4 (1,100 XP)

***Force-Casting.*** The inquisitor is a 5th-level force-caster. It's force-casting ability is Charisma (force save DC 13, +5 to hit with power attacks). It regains its extended force points when it finishes a long rest. It knows the following powers:

At-Will: *denounce, force disarm, saber throw, slow*

1st-2rd level (18 Force Points): *dark side tendrils, fear, force jump, force sight, hex, sense force, stun*

***Force Resistance.*** The inquisitor has advantage on saving throws against force powers.

***War Casting.*** When the inquisitor uses an action to cast a force power, they can use a bonus action to make a *Double Saber* attack.

### ACTIONS

***Spinning Double Saber.*** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) energy damage.

***Double Saber.*** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) energy damage.

## PURGE TROOPERS

Purge troopers were Imperial clones led by the Sith Lord Darth Vader and the Inquisitorius during the reign of the Galactic Empire. Trained as expendable death squads, they were activated after the Jedi Purge and subsequent termination of the cloning operation on Kamino, making them the last generation produced from the Jango Fett template. As with their precursors in the Grand Army of the Galactic Republic, Purge Troopers were programmed to obey Order 66, making them hostile towards all Jedi. Purge Troopers were organized into death squads, although some Purge Troopers were known to engage their enemies without any nearby support. Each member had a red tattoo on the right side of their faces and had no hair.

Every member was equipped with black armor that included several red or silver designs, kamas, and black helmets similar to that of clone paratroopers, with some sections of red. At least three members were also equipped with red pauldrons and at least three other members had a black pauldron with red lining, which was worn on their right shoulder. Each member had the Imperial crest on both shoulder pads. They utilized DC-15 blaster rifles and electrostaffs in combat. The troopers made use of Zeta-class shuttles and Imperial submarines as transports to carry out their duties.

### PURGE TROOPER

*Medium humanoid (human), lawful dark side*

**Armor Class** 16 (battle armor)
**Hit Points** 77 (14d8 + 14)
**Speed** 30 ft. walk

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 12 (+1) | 16 (+3) | 12 (+1) | 11 (+0) | 13 (+1) | 11 (+0) |

**Saving Throws** Dex +5, Wis +5
**Skills** Perception +5, Stealth +5, Survival +3
**Senses** passive Perception 15
**Languages** Galactic Basic, one other of your choice
**Challenge** 3 (700 XP)

***Jedi Hunter.*** The trooper has advantage on Wisdome (survival) checks to track humanoids that can cast force powers and on Intelligence (lore) checks to recall information about Jedi and the Force.

***Force Combat Training.*** The trooper has advantage on saving throws against Force powers.

***Surprise Attack.*** If the trooper surprises a creature and hits it with an attack during the first round of combat , the target takes an extra 7 (2d6) damage from the attack.

#### ACTIONS

***Multiattack.*** The trooper makes two melee or three ranged attacks.

***Blaster Rifle.*** *Ranged Weapon Attack:* +6 to hit, range 100/400 ft., one target. *Hit:* 8 (1d8 + 4) energy damage.

***Electrostaff.*** *Melee Weapon Attack.* +6 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) kinetic damage.

***Volley (Recharge 6).*** The trooper makes one ranged attack against every enemy within 10 feet of a point it can see.

## JAWAS

Jawas were a sentient species of meter-tall humanoids native to the desert world of Tatooine. Jawas are thought by some to be giant rodents or devolved humans. Jawas had a musky, animal odor akin to a fraternity of wet rats.

Jawas were a communal species who spent most of their life devoted to scavenging the deserts in search of any scrap metal, droid, or mechanical part left behind from millennia of star travel and technological advancement, where the dry climate of Tatooine preserved almost all debris. They had a reputation for swindling and for selling hastily refurbished equipment and faulty droids.

Each clan family had distinct territories for living and scavenging. Each clan was led by a Clan-Chief, who was male. However the overall operation of the Jawa clan was overseen by a female Shaman. A female Jawa became a shaman by either possessing some kind of Force ability with which to perform magic, overcoming an illness accompanied by a hallucinatory vision or was chosen and trained as the successor to the current Shaman.

### JAWA SCRAPPER

*Small humanoid (jawa), neutral*

**Armor Class** 12
**Hit Points** 13 (3d6 + 3)
**Speed** 30 ft. walk

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 8 (-1) | 14 (+2) | 12 (+1) | 11 (+0) | 10 (+0) | 8 (-1) |

**Skills** Stealth +6
**Senses** darkvision 60 ft., passive Perception 10
**Languages** Jawaese, understands but doesn't speak Galactic Basic
**Challenge** 1/2 (100 XP)

***Nimble Escape.*** The jawa can take the Disengage or Hide action as a bonus action on each of its turns.

#### ACTIONS

***Ion Blaster.*** Ranged Weapon Attack: +4 to hit, range 40/160 ft., one creature. *Hit 3* (1d4 + 2) ion damage.

***Ion Grenade (3/day).*** The jawa throws a grenade at a point it can see within 20 ft. Each creature within 10 feet must make a DC 12 Dexterity saving throw. A creature takes 2d4 ion damage on a failed save, or half as much as on a successful one. Any electronics within the blast radius are disabled until rebooted.

### JAWA TINKERER

*Small humanoid (jawa), neutral*

**Armor Class** 12
**Hit Points** 10 (3d6)
**Speed** 30 ft. walk

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 8 (-1) | 14 (+2) | 10 (+0) | 14 (+2) | 10 (+0) | 8 (-1) |

**Skills** Stealth +6, technology +6
**Senses** darkvision 60 ft., passive Perception 10
**Languages** Jawaese, understands but doesn't speak Galactic Basic
**Challenge** 1/2 (100 XP)

***Nimble Escape.*** The jawa can take the Disengage or Hide action as a bonus action on each of its turns.

***Tech-Casting.*** The jawa is a 1st-level tech-caster. Its tech-casting ability is Inteligence (save DC 12, +4 to hit with power attacks). The jawa has 6 tech points and knows the following powers:

At will: *electroshock, mending, on/off*

1st level: *oil slick, overload, repair droid*

#### ACTIONS

***Grovel, Cower, and Beg.*** The jawa cowers pathetically to distract nearby foes. Until the end of its next turn, its allies gain advantage on attack rolls against any target within 10 feet of the jawa.

## JAWA SHAMAN

*Small humanoid (jawa), neutral*

**Armor Class** 12
**Hit Points** 27 (6d6+6)
**Speed** 30 ft. walk

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 10 (+0) | 14 (+2) | 12 (+0) | 10 (+0) | 14 (+2) | 8 (-1) |

**Skills** Stealth +6, lore +6
**Senses** darkvision 60 ft., passive Perception 12
**Languages** Jawaese, understands but doesn't speak Galactic Basic
**Challenge** 2 (450 XP)

***Nimble Escape.*** The jawa can take the Disengage or Hide action as a bonus action on each of its turns.

***Force-Casting.*** The jawa is a 4th-level force-caster. Its force-casting ability is Wisdom (save DC 12, +4 to hit with power attacks). The jawa has 18 force points and knows the following powers:

At will: *affect mind, give life, spare the dying*

1st level: *beast trick, heal, heroism*

2nd level: *restoration, stun*

### ACTIONS

***Vibrostaff.*** Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit 5 (2d4) kinetic damage.

***Grovel, Cower, and Beg.*** The jawa cowers pathetically to distract nearby foes. Until the end of its next turn, its allies gain advantage on attack rolls against any target within 10 feet of the jawa.

### SANDCRAWLERS

Sandcrawlers were large mobile fortresses used by Jawa scavengers on the desert planet of Tatooine. The vehicles drove on large treaded wheels and functioned as transportation for scavengers, as well as shelter from the harsh desert environment. Sandcrawlers were tall and mostly rectangular, but with a triangular front that held its cockpit. Sandcrawlers were used as part of Jawa scavenging operations and contained large cargo holds capable of holding 1,500 droids at a time. Magnetic suction tubes allowed the Jawas to quickly suck droids and pieces of scrap into the holds. Inside the Sandcrawler the reactor melts the scrap metal and droids.

Equipped with magnetic cranes, energy furnaces, workshops and lots of living and/or storage space, sandcrawlers were perfect as mobile headquarters, shops, and homes for the diminutive junk scavengers. Soon, the vessels started to play large roles in Jawa society. One of the most important days for most Jawas was the annual meeting of all sandcrawlers. They were also key in Jawa defense doctrine: the vehicle's armor was strong enough to sustain attack of Sand People or even a Krayt dragon. However, it proved to be too weak to survive an attack provided with effective weaponry.

# JUNK DROIDS

Junk Droid, or Monster Droid, is the term used to describe any droid that is created by piecing together component parts of many other droids.

Though anyone with the know-how can cobble together a junk droid, they are most notably created by the various Jawa tribes on Tatooine. Because they mainly sell their wares to moisture farmers and small town businesses, Jawas know what peoples' needs are, and are able to create custom droids to meet the individual needs of any customer. Some junk droids are even made by themselves.

Because of their often mashed-together programming, they are considered dangerous by most civilized people, for they could go on a rampage, confuse orders, or even start building more of their own kind when having enough junk to do so.

Though no two junk droids are exactly the same, they are generally constructed in four classes:

- The Mechano-droid was a heavy labor unit
- The Tracto-droid was a mobile scanning/radar unit
- The Quad-pod droid was a cargo carrier
- The Rollarc droid was a multipurpose unit suited to variable tasks

Junk droids are sometimes sought after by eccentric collectors looking to find the most functional droid comprised the most incorporated parts that is the most pleasing to the eye.

*"I created me! They junked me after a century of loyal mechanical service. So I repaired myself."*
?Proto One

## JUNK DROID

*Medium droid, unaligned*

**Armor Class** 13 (armor scraps)
**Hit Points** 13 (2d8+4)
**Speed** 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 10 (+0) | 14 (+2) | 15 (+2) | 6 (-2) | 8 (-1) | 5 (-3) |

**Damage vulnerabilities** ion
**Damage Resistances** necrotic, poison, psychic
**Condition Immunities** poison, disease
**Senses.** darkvision 60 ft., passive Perception 9
**Languages** Binary, Galactic Basic
**Challenge** 1/4 (50 XP)

***Circuitry.*** The droid has disadvantage on saving throws against effects that would deal ion or lightning damage.

### ACTIONS

***Multiattack.*** The junkyard droid makes two blaster carbine attacks or two vibroblade attacks.

***Blaster Carbine.*** *Ranged Weapon Attack:* +4 to hit, range 60/240 ft., one target. *Hit:* 5 (1d6+2) energy damage.

***Vibroblade.*** *Melee Weapon Attack:* +4 to hit, reach 5ft., one target. *Hit:* 5 (1d6+2) kinetic damage.

## JUNK BEHEMOTH

*Huge droid, unaligned*

**Armor Class** 12 (armor scraps)
**Hit Points** 57 (6d12+18)
**Speed** 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 16 (+3) | 12 (+1) | 17 (+3) | 6 (-2) | 8 (-1) | 5 (-3) |

**Damage vulnerabilities** ion
**Damage Resistances** necrotic, poison, psychic
**Condition Immunities** poison, disease
**Senses.** darkvision 60 ft., passive Perception 9
**Languages** Binary, Galactic Basic
**Challenge** 1 (200 XP)

***Circuitry.*** The droid has disadvantage on saving throws against effects that would deal ion or lightning damage.

### ACTIONS

***Multiattack.*** The junk behemoth makes two blaster cannon attacks or two slam attacks.

***Blaster Cannon.*** *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 6 (1d10+1) energy damage.

***Slam.*** *Melee Weapon Attack:* +6 to hit, reach 10ft., one target. *Hit:* 8 (1d10+3) kinetic damage.

# KALEESH

Kaleesh were reptilian humanoids from the planet Kalee. They had scaly skin, tusks, and long nostrils, though few outsiders ever saw a Kaleesh face that wasn't obscured behind a traditional mask. Kaleesh culture was deeply spiritual and warlike. War was seen as an essential part of life, and wars between tribes were common.

## BROTHERS OF THE KOLKPRAVIS

The Kolkpravis were a large united band of Kaleesh tribal warriors from the eastern hemisphere of the planet Kalee. The organization of the kolkpravis was naturally tribal, as well as the names. The beginning rank of the kolkpravis was a warrior, who made up a kamen. Kamen was lead by a blackarm. Roughly 100 kamen made up a horde, which was lead by a tarkhan. Around 100 to 200 hordes made up a brigade which was lead by baatars.

From several brigades came a khanate' which was lead by one of the eight khans of the Izvoshra. The Supreme Commander of the kolkpravis was the khagan, a title held first by Qymaen jai Sheelal, the infamous Lord Grievous.

### KOLKPRAVIS WARRIOR

*Medium humanoid (kaleesh), lawful balanced*

**Armor Class** 14 (heavy combat suit)
**Hit Points** 22 (4d8 + 4)
**Speed** 30ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 12 (+1) | 14 (+2) | 12 (+1) | 11 (0) | 10 (0) | 14 (+2) |

**Saving Throws** Dex +4
**Skills** Perception +2, Stealth +4
**Senses** darkvision 60ft, passive Perception 12
**Languages** Kaleesh, Galactic Basic
**Challenge** 1 (200 XP)

***Keen Smell.*** The Kolkpravis Warrior has advantage on Wisdom (Perception) checks that rely on smell.

***Rampage:*** When the Kolkpravis Warrior reduces a creature to 0 Hit Points with a melee Attack on its turn, the Kolkpravis Warrior can take a Bonus Action to move up to half its speed and make a bite Attack.

#### ACTIONS

***Multiattack.*** The Kolkpravis Warrior makes two meelee attacks with its Shoni Spear or two ranged attack with its slugthrower.

***Lig Sword.*** *Melee Weapon Attack:* 34 to hit, reach 5ft, one target. *Hit* 5 (1d8 + 1) kinetic damage.

***Shoni Spear.*** *Melee or Ranged Weapon Attack:* +3 to hit, reach 5ft. or range 20/60, one target. *Hit* 4 (1d6 + 1) kinetic damage.

***Sudden Rush.*** Until the end of the turn, the Kolkpravis Warrior's speed increases by 60 feet and it doesn't provoke opportunity attacks.

### KOLKPRAVIS TARKHAN

*Medium humanoid (kaleesh), lawful balanced*

**Armor Class** 16 (battle armor)
**Hit Points** 55 (10d8 + 15)
**Speed** 30ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 15 (+3) | 14 (+2) | 14 (+2) | 12 (+1) | 10 (0) | 16 (+2) |

**Saving Throws** Dex +4
**Skills** Perception +2, Stealth +4
**Senses** darkvision 60ft, passive Perception 10
**Languages** Kaleesh, Galactic Basic
**Challenge** 3 (700 XP)

***Keen Smell.*** The Tarkhan has advantage on Wisdom (Perception) checks that rely on smell.

***Rampage:*** When the Tarkhan reduces a creature to 0 Hit Points with a melee Attack on its turn, the Kolkpravis Tarkhan can take a Bonus Action to move up to half its speed and make a bite Attack.

#### ACTIONS

***Multiattack.*** The Tarkhan makes two meelee attacks with its Greater Shoni Spear.

***Lig Sword.*** *Melee Weapon Attack:* +5 to hit, reach 5ft, one target. *Hit* 6 (1d8 + 3) kinetic damage.

***Greater Shoni Spear..*** *Melee or Ranged Weapon Attack:* +5 to hit, reach 10ft., one target. *Hit* 8 (1d10 + 3) kinetic damage.

***Outland Rifle.*** *Ranged Weapon Attack:* +4 to hit, range 30/120, one target. *Hit* 5 (1d6 + 2) kinetic damage.

***Battle Cry (1/Day).*** Each creature of the Tarkhan's choice that is within 30 feet of it, can hear it, and not already affected by Battle Cry gain advantage on attack rolls until the start of the Tarkhan's next turn. The war chief can then make one attack as a bonus action.

## KOLKPRAVIS BLACKARM

*Medium humanoid (kaleesh), lawful balanced*

**Armor Class** 15 (light battle armor)
**Hit Points** 49 (9d8 + 9)
**Speed** 30ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 16 (+3) | 14 (+2) | 13 (+1) | 11 (0) | 11 (0) | 15 (+2) |

**Skills** Athletics +5, Perception +4, Stealth +4
**Senses** darkvision 60ft, passive Perception 12
**Languages** Kaleesh, Galactic Basic
**Challenge** 2 (450 XP)

***Rampage:*** When the Blackarm reduces a creature to 0 Hit Points with a melee Attack on its turn, the Kolkpravis Blackarm can take a Bonus Action to move up to half its speed and make a bite Attack.

***Keen Smell.*** The Blackarm has advantage on Wisdom (Perception) checks that rely on smell.

### ACTIONS

***Multiattack.*** The Blackarm makes two attacks, either with its Greater Shoni Spear or its Outland Rifle, and uses Incite Rampage if it can.

***Lig Sword.*** *Melee Weapon Attack:* +5 to hit, reach 5ft, one target. *Hit* 6 (1d8 + 2) kinetic damage.

***Greater Shoni Spear.*** *Melee or Ranged Weapon Attack:* +5 to hit, reach 10ft., one target. *Hit* 8 (1d10 + 3) kinetic damage.

***Outland Rifle.*** *Ranged Weapon Attack:* +4 to hit, range 30/120, one target. *Hit* 5 (1d6 + 2) kinetic damage.

***Incite Rampage (Recharge 5-6).*** One creature the Kolkpravis' Blackarm can see within 30 feet of it can use its reaction to make a melee attack if it can hear the Kolkpravis Blackarm and has the Rampage trait.

## KOLKPRAVIS BAATAR

*Medium humanoid (kaleesh), lawful balanced*

**Armor Class** 17 (powered battle armor)
**Hit Points** 72 (11d8 + 28)
**Speed** 30ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 18 (+4) | 14 (+2) | 18 (+4) | 11 (0) | 11 (0) | 16 (+3) |

**Saving Throws** Str +6, Con +6, Wis +2
**Skills** Athletics +5, Intimidation +5
**Senses** darkvision 60ft, passive Perception 10
**Languages** Kaleesh, Galactic Basic
**Challenge** 4 (1,100 XP)

***Keen Smell.*** The Kolkpravis Baatar has advantage on Wisdom (Perception) checks that rely on smell.

***Rampage:*** When the Kolkpravis Baatar reduces a creature to 0 Hit Points with a melee Attack on its turn, the Kolkpravis Warrior can take a Bonus Action to move up to half its speed and make a bite Attack.

***Shurpak's Fury.*** The Baatar deals an extra 4 (1d8) damage when it hits with a weapon attack (included in the attacks).

### ACTIONS

***Multiattack.*** The Kolkpravis Baatar makes two attacks with its Greater Lig Sword or its Shoni Spear.

***Greater Lig Sword.*** *Melee Weapon Attack:* +6 to hit, reach 5ft, one target. *Hit* 12 (1d8 + 4 plus 1d8) kinetic damage.

***Shoni Spear.*** *Melee or Ranged Weapon Attack:* +6 to hit, reach 5ft. or range 20/60, one target. *Hit* 11 (1d6 + 4 plus 1d8) kinetic damage.

***Leadership (Recharges after a Short or Long Rest).*** For 1 minute, the Baatar can utter a special command or warning whenever a nonhostile creature that it can see within 30 ft. of it makes an attack roll or a saving throw. The creature can add a d4 to its roll provided it can hear and understand the Baatar. A creature can benefit from only one Leadership die at a time. This effect ends if the Baatar is incapacitated.

## KOLKPRAVIS KHAN

*Medium humanoid (kaleesh), lawful balanced*

**Armor Class** 18 (powered battle armor)
**Hit Points** 82 (11d8 + 38)
**Speed** 30ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 19 (+4) | 16 (+3) | 18 (+4) | 11 (0) | 11 (0) | 17 (+3) |

**Saving Throws** Str +7, Con +7, Cha +6
**Skills** Athletics +7, Intimidation +6
**Senses** darkvision 60ft, passive Perception 10
**Languages** Kaleesh, Galactic Basic
**Challenge** 6 (1,100 XP)

***Keen Smell.*** The Kolkpravis Khan has advantage on Wisdom (Perception) checks that rely on smell.

***Rampage:*** When the Kolkpravis Khan reduces a creature to 0 Hit Points with a melee Attack on its turn, the Kolkpravis Warrior can take a Bonus Action to move up to half its speed and make a bite Attack.

***Shurpak's Fury.*** The Khan deals an extra 4 (1d8) damage when it hits with a weapon attack (included in the attacks).

### ACTIONS

***Multiattack.*** The Kolkpravis Khan makes three melee attacks with its Lig Sword or its Greater Shoni Spear.

***Lig Sword.*** *Melee Weapon Attack:* +7 to hit, reach 5ft, one target. *Hit* 12 (1d8 + 4 plus 1d8) kinetic damage.

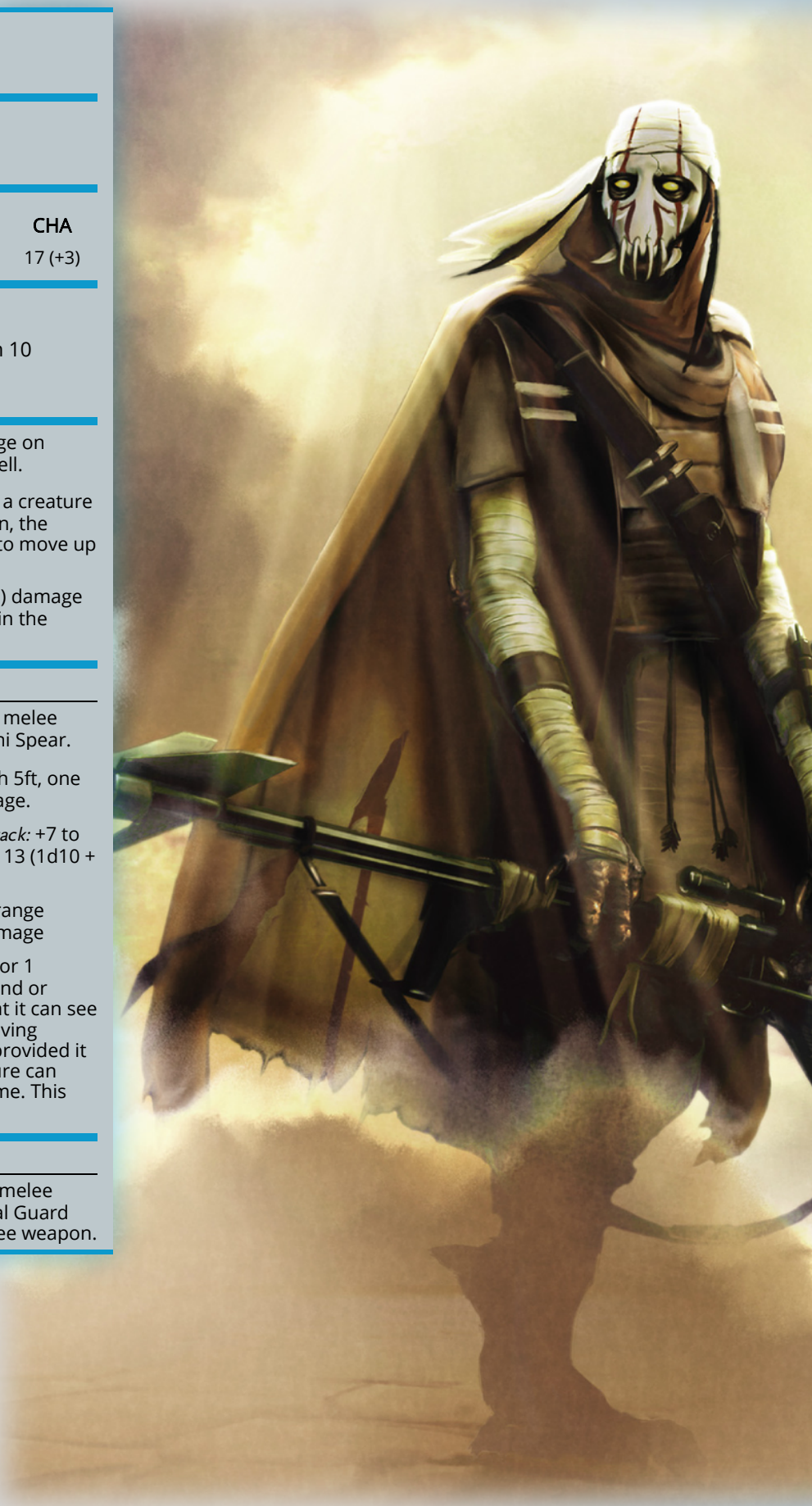
***Greater Shoni Spear.*** *Melee or Ranged Weapon Attack:* +7 to hit, reach 5ft. or range 20/60, one target. *Hit* 13 (1d10 + 4 plus 1d8) kinetic damage.

***Outland Rifle.*** *Ranged Weapon Attack:* +6 to hit, range 30/120, one target. *Hit* 5 (1d6 + 3) kinetic damage

***Leadership (Recharges after a Short or Long Rest).*** For 1 minute, the Khan can utter a special command or warning whenever a nonhostile creature that it can see within 30 ft. of it makes an attack roll or a saving throw. The creature can add a d4 to its roll provided it can hear and understand the Khan. A creature can benefit from only one Leadership die at a time. This effect ends if the Khan is incapacitated.

### REACTIONS

***Parry.*** The Khan adds 3 to his AC against one melee attack that would hit him. To do so, the Royal Guard must see the attacker and bewielding a melee weapon.



## KOLKPRAVIS KHAGAN

*Medium humanoid (kaleesh), lawful balanced*

**Armor Class** 18 (powered battle armor)
**Hit Points** 113 (15d8 + 53)
**Speed** 30ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 20 (+5) | 16 (+3) | 18 (+4) | 11 (0) | 13 (+1) | 19 (+4) |

**Saving Throws** Str +9, Con +8, Cha +8
**Skills** Athletics +9, Intimidation +8
**Senses** darkvision 60ft, passive Perception 10
**Languages** Kaleesh, Galactic Basic
**Challenge** 9 (5,000 XP)

***Keen Smell.*** The Kolkpravis Khan has advantage on Wisdom (Perception) checks that rely on smell.

***Aura of Rage.*** If the flind isn't incapacitated, any creature with the Rampage trait can make a bite attack as a bonus action while within 10 feet of the flind.

***Shurpak's Fury.*** The Khagan deals an extra 4 (1d8) damage when it hits with a weapon attack (included in the attacks).

### ACTIONS

***Multiattack.*** The Kolkpravis Khagan makes three melee attacks once with Blade of Plague and twice with Blade of Pain.

***Blade of Plague*** *Melee Weapon Attack:* +9 to hit, reach 5ft, one target. *Hit* 13 (1d8 + 5 plus 1d8) kinetic damage and the target must succed on a DC 16 Constitution saving throw or become Poisoned.

***Blade of Pain*** *Melee Weapon Attack:* +9 to hit, reach 5ft. or range 20/60, one target. *Hit* 13 (1d8 + 5 plus 1d8) kinetic damage plus 20 (4d10) lightining damage.

***Leadership (Recharges after a Short or Long Rest).*** For 1 minute, the Khan can utter a special command or warning whenever a nonhostile creature that it can see within 30 ft. of it makes an attack roll or a saving throw. The creature can add a d4 to its roll provided it can hear and understand the Khan. A creature can benefit from only one Leadership die at a time. This effect ends if the Khan is incapacitated.

### REACTIONS

***Parry.*** The Khan adds 3 to his AC against one melee attack that would hit him. To do so, the Royal Guard must see the attacker and bewielding a melee weapon.

## CYBORG KHAGAN

*Medium humanoid (Villainous, kaleesh) , balanced, darkside*

**Armor Class** 17 (natural armor)
**Hit Points** 77 (14d8 + 14)
**Speed** 40 ft., climb 20 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 20 (+5) | 16 (+3) | 13 (+1) | 14 (+2) | 10 (+0) | 10 (+0) |

**Saving Throws** Con +5, Int +6
**Skills** Athletics +9, History +6, Intimidation +4, Perception +4, Stealth +7
**Damage Vulnerabilities** ion
**Damage Resistances** necrotic, poison, psychic
**Condition Immunities** poisoned
**Senses** darkvision 60 ft., passive Perception 14
**Languages** Galactic Basic, Huttese, Kaleesh, Nemodian
**Challenge** 10 (5,900 XP)

***Villainous Hit Points.*** Cyborg Khagan has multiple pools of hit points, each of which is tracked separately.

Damage and healing only applies to the currently active hit point pool. When a pool is depleted of all hit points, it becomes inactive. Only one pool can be active at any time.

If a hit point pool is depleted, the Cyborg Khagan immediately saves against all ongoing conditions and effects. Any abilities which can reset do so.

If all pools of hit points are inactive, Cyborg Khagan is killed. If Cyborg Khagan takes a long rest, it fully heals the currently active pool and fully heals one depleted pool.

***Villainous Exhaustion.*** Cyborg Khagan rolls initiative with advantage. Cyborg Khagan starts with a number of villainous actions equal to one less than it's villainous multiplier.

If a hit point pool is depleted, Cyborg Khagan also loses one villainous action.

Cyborg Khagan may use a villainous action after any other creature takes a turn. If Cyborg Khagan does so, it regains its reaction.

A villainous action is a complete turn. They have an action, bonus action and may move up to their full speed.

The villainous actions refresh at the start of Cyborg Khagan's turn and any remaining actions from the previous turn are lost.

***Jedi Slayer.*** Cyborg Khagan has advantage on saving throws versus Force Powers used by enemies within 5 ft. When an enemy within 5 ft. uses a force power, Cyborg Khagan can make a melee attack against that character as a reaction. When Cyborg Khagan damages an enemy character, they have disadvantage on Concentration saves to maintain their Force powers.

***Rage.*** On Cyborg Khagan's turn, he may choose to go into a Rage as a bonus action. While in a rage, his attacks deal +3 damage, he has Advantage on strength-based skill checks and saving throws, and he has resistance to kinetic and energy damage. As part of the bonus action to go into a Rage, he can make a Lightsaber or unarmed attack. While in a Rage, all attacks against him have Advantage. The Rage lasts for 1 minute, or until Cyborg Khagan ends his rage as a Bonus action, or until Cyborg Khagan falls unconscious or loses all hitpoints in his current health pool.

***More Machine than Man.*** Cyborg Khagan has disadvantage on saving throws against effects that would deal ion or lightning damage.

***Cowardice.*** While Cyborg Khagan has only one health pool remaining, he has Advantage on Stealth and Acrobatics checks, and he can take the Dash or Disengage actions as a Bonus action.

### ACTIONS

***Multiattack.*** On each of his turns, Cyborg Khagan can use one of Crush Them!, Frightful Presence, or Whirling Advance and then make one Unarmed Slam, Lightsaber, or Blaster attack; or he may make two attacks.

***Lightsaber.*** *Melee Weapon Attack.* +9 to hit, reach 5 ft., one target. *Hit:* 1d6+5 energy damage.

***Unarmed Slam.*** *Melee Weapon Attack.*+9 to hit, reach 5 ft., one target. *Hit:* 1d6+5 kinetic damage

***Heavy Blaster Pistol.*** *Ranged Weapon Attack.* +7 to hit, range 40/160, one target. *Hit:* 1d8+3 energy damage.

***Crush Them!.*** Choose an ally within 30'. That ally can use their reaction to make an attack. If that attack hits, it deals an additional 1d8 damage.

***Frightful Presence.*** Choose any number of characters within 80'. Each of those characters who fails a Wisdom saving throw (DC 14) becomes frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the Cyborg Khagan's Frightful Presence for the next 24 hours.

***Whirling Advance.*** Whirling his blades, Cyborg Khagan advances with a shield of sparks and light. Choose a character within 30' to make a Dexterity Save (DC 19). On a fail, the target is pushed 10 feet, Cyborg Khagan moves into their current square ignoring opportunity attacks, and he has Advantage on his next attack against them this combat. On a success, Cyborg Khagan moves into a square adjacent to the target and Opportunity Attacks against Cyborg Khagan have Disadvantage during that move.

### REACTIONS

***Parry.*** When Cyborg Khagan is attacked and hit by an adjacent character while he is holding one or more Lightsabers, he may use his reaction to reduce the damage taken by 1d10+15. If the damage is reduced to 0, he may use this reaction to make a Lightsaber attack against the attacker.

## KATARN

A katarn iss a predatory quadruped reptomammal native to the planet Kashyyyk.

***Biology & Appearance.*** Katarns have slender bodies with rodent-like tails, and narrow faces leading back to a cartilaginous ridge protecting their neck and shoulders. Their paws have opposable digits, and their lower limbs are covered with sharp spurs, both of which allow them to climb and hang from the branches of the giant wroshyr trees and feed on tree-burrowers.

***Wookiee Culture.*** Katarns are creatures of great importance in the Wookiees' culture. The Wookiees, who call the katarn the "Old Prince", hunt them in their hrrtayyk ceremony. Wookiees say the katarns were born by a wound to Kashyyyk that fell from the sky ages ago and made a home for the katarn. The katarns then hunted the Wookiees, thus unlocking the Wookiees' "inner fire". To thank the katarn, the Wookiees hunt them. They believe that someday it will be the katarn's turn to hunt the Wookiees again.

Some katarns are domesticated as the war-mounts of Wookiee dragon troopers.

***Behavior.*** Katarns are ferocious and merciless predators thatd track their prey for long periods before choosing an opportune moment to strike. They have been described as "silent, shadowy, and deadly."

### KATARN

*Large beast, unaligned*

**Armor Class** 13
**Hit Points** 37 (5d10 + 10)
**Speed** 50 ft., climb 50 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 14 (+2) | 16 (+3) | 14 (+2) | 2 (-4) | 12 (+1) | 6 (-2) |

**Saving Throws** Dex +5
**Skills** Perception +3, Stealth +7
**Senses** passive Perception 13
**Challenge** 2 (450 XP)

***Diving Ambush.*** If the katarn drops on a target from above and then hits it with a bite attack on the same turn, the target takes an extra 3 (1d6) kinetic damage per 10 feet fallen, up to 21 (6d6). If the target is a creature, it must succeed on a DC 15 Strength saving throw or be knocked prone. If the katarn misses, it takes half normal falling damage.

***Keen Sight and Smell.*** The katarn has advantage on Wisdom (Perception) checks that rely on sight and smell.

#### ACTIONS

***Bite.*** *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 11 (2d8 + 2) kinetic damage.

***Claws.*** *Melee Weapon Attack:* +5 to hit, reach 15 ft., one target. *Hit:* 6 (1d8 + 2) kinetic damage.

## KATH HOUNDS

Kath hounds are about the size of a large dog, fur-covered, and each limb ends in four hoofed digits. They are generally not very hostile, unless provoked. At one point, the kath hounds started attacking the citizens of Dantooine and were blamed for numerous crimes, including the theft of a protocol droid. Kath hounds are also a popular pet for the crime lords of Nar Shaddaa, including Visquis and Vogga the Hutt. Domesticated kath hounds, called salkies, are also popular pets on Coruscant.

### KATH HOUND

*Small beast, unaligned*

**Armor Class** 12
**Hit Points** 10 (3d6)
**Speed** 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 12 (+1) | 15 (+2) | 11 (0) | 3 (-4) | 12 (+1) | 6 (-2) |

**Skills** Perception +3
**Senses** darkvision 30 ft., passive Perception 13
**Languages** —
**Challenge** 1/2 (100 XP)

***Keen Hearing and Smell.*** The hound has advantage on Wisdom (Perception) checks that rely on hearing or smell.

***Pack Tactics.*** The hound has advantage on an attack roll against a creature if at least one of the hound's allies is within 5 ft. of the creature and the ally isn't incapacitated.

#### ACTIONS

***Bite.*** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) kinetic damage.

### HORNED KATH HOUND

*Medium beast, unaligned*

**Armor Class** 13 (natutal armor)
**Hit Points** 22 (4d8 + 4)
**Speed** 40 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 14 (+2) | 15 (+2) | 12 (+1) | 3 (-4) | 12 (+1) | 6 (-2) |

**Skills** Perception +3
**Senses** darkvision 30 ft., passive Perception 13
**Languages** —
**Challenge** 2 (450 XP)

***Keen Hearing and Smell.*** The hound has advantage on Wisdom (Perception) checks that rely on hearing or smell.

***Charge.*** If the hound moves at least 20 ft. straight toward a creature and then hits it with a bite attack on the same turn, that target must succeed on a DC 13 Strength saving throw or be knocked prone. If the target is prone, the hound can make another attack with its tusks against it as a bonus action.

***Pack Tactics.*** The hound has advantage on an attack roll against a creature if at least one of the hound's allies is within 5 ft. of the creature and the ally isn't incapacitated.

#### ACTIONS

***Bite.*** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) kinetic damage.

***Tusk.*** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) kinetic damage.

## K'LOR'SLUG

K'lor'slugs are dangerous vermiforms native to the swamps of Noe'ha'on. They were also found on Korriban and Taris.

***Biology & Appearance.*** K'lor'slugs are large worm-like creatures that possess a serpentine body propelled by many dangerously-edged legs. The mouth is a gaping circular maw filled with concentric rings of teeth.

***Behavior.*** K'lor'slugs are carnivorous hunters on their homeworld, possessing keen olfactory and visual senses in addition to a deadly venom. For reproduction, the creatures lay more than 300 eggs in a single birthing period. When hatched, the young k'lor'slug is immediately ravenous for food. In addition to their aggressiveness, these creatures are considered pests aboard starships. They are known to invade the darkest spots on unsanitary space vehicles and breed. When dealing with more than 300 eggs hatching, an infestation aboard a space vehicle could become harder to control—and more potentially fatal—the longer it is tolerated.

***Cultural Impact.*** Because of their notoriety as an aggressive and deadly species, they are used as a holomonster playing piece in the popular strategy game, dejarik.

### K'LOR'SLUG

*Small beast, unaligned*

**Armor Class** 13 (natural armor)
**Hit Points** 4 (1d6+1)
**Speed** 30ft. climb 30ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 5 (-3) | 14 (+2) | 12 (+1) | 1 (-5) | 12 (+1) | 2 (-4) |

**Skills** Perception +3
**Senses** blindsight 30ft. passive Perception 11
**Challenge** 1/4 ( XP)

***Swarm Tactics.*** The K'lor'slug has advantage on an attack roll against a creature if at least one of the k'lor'slug's allies is within 5 ft. of the creature and the ally isn't incapacitated.

#### ACTIONS

***Bite.*** Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 4 (1d4 + 2) piercing damage, and the target must succeed on a DC 11 Constitution saving throw or take 10 (3d6) poison damage. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

## KNOBBY WHITE SPIDER

The Knobby white spider was a large landspeeder-sized arachnid-like organism native to the swamp world of Dagobah.

In addition to the very large ones, there are also some smaller, knee-heigh spiderlings.

***Appearance.*** It had a large, lumpy body with a bloated, bulbous head, eight gnarled legs and one large stinger used to capture and sedate its prey.

***Biology.*** One of the most bizarre organisms on Dagobah, the knobby white spider was in fact a mobile root that was part of the gnarltree's life cycle. Composed primarily of calcified wood, it would break free of its parent tree to roam the swamps and devour animals. After gathering enough nutrients, the spider would find a clear spot to anchor its legs, and if it survived that period, it would eventually transform into roots that allow the spider to grow into a towering tree. During this period it was vulnerable to bogwings and jubba birds.

### KNOBBY WHITE SPIDERLING

*Tiny plant, unaligned*

**Armor Class** 11
**Hit Points** 10 (4d4)
**Speed** 20 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 11 (0) | 12 (+1) | 11 (0) | 2 (-4) | 10 (0) | 5 (-3) |

**Skills** Stealth +3
**Damage Vulnerabilities** fire
**Senses** darkvision 60 ft., passive Perception 10
**Languages** —
**Challenge** 1 (200 XP)

***Distress Spores.*** When the spider takes damage, all other spiders within 240 feet of it can sense its pain.

#### ACTIONS

***Slam.*** *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) kinetic damage.

***Stinger.*** Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 3 (1d6) kinetic damage, and the target must make a DC 14 Constitution saving throw, taking 9 (2d8) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

### KNOBBY WHITE SPIDER

*Large plant, unaligned*

**Armor Class** 15 (natural armor)
**Hit Points** 112 (15d10 + 30)
**Speed** 20 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 18 (+4) | 8 (-1) | 15 (+2) | 2 (-4) | 10 (0) | 5 (-3) |

**Skills** Stealth +2
**Damage Vulnerabilities** fire
**Damage Resistance** kinetic; energy and ion from unenhanced weapons
**Condition Immunities** blinded, deafened, exhaustion
**Senses** blindsight 60 ft. (blind beyond this radius), passive Perception 10
**Languages** —
**Challenge** 5 (1,800)

***Distress Spores.*** When the spider takes damage, all other spiders within 240 feet of it can sense its pain.

***False Appearance.*** While the spider remains motionless, it is indistinguishable from a normal gnarltree.

#### ACTIONS

***Multiattack.*** The spider makes two slam attacks.

***Slam.*** *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 13 (2d8 + 4) kinetic damage.

***Pacifying Spores (3/Day).*** The spider ejects spores in 15-foot cone. All creatures in the area must succeed on a DC 14 Constitution saving throw or be stunned for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

***Stinger.*** Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 15 (2d10 + 4) kinetic damage, and the target must make a DC 15 Constitution saving throw, taking 18 (4d8) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

## KOWAKIAN MONKEY-LIZARD

Kowakian monkey-lizards are a bipedal reptilian species native to a jungle-like Outer Rim planet called Kowak. Although have had no established culture, Kowakian monkey-lizards were quite intelligent, and despite their silly, cruel nature, they are considered sentient by many sentientologists in the galaxy, although there was much debate over that designation. They are often kept as pets due to their mischievous nature.

### MONKEY-LIZARD

*Small beast, unaligned*

**Armor Class** 12 (natural armor)
**Hit Points** 3 (1d6)
**Speed** 30 ft., climb 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 8 (-1) | 14 (+2) | 11 (+0) | 5 (-2) | 12 (+1) | 6 (-2) |

**Senses** passive Perception 11
**Languages** —
**Challenge** 0 (10 XP)

***Pack Tactics.*** The monkey-lizard has advantage on attack rolls against a creature if at least one of the monkey-lizard's allies is within 5 feet of the creature and the ally isn't incapacitated.

#### ACTIONS

***Bite.*** *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. *Hit:* 1 (1d4-1) kinetic damage.

### MONKEY-LIZARD SWARM

*Medium swarm of Tiny beasts, unaligned*

**Armor Class** 12
**Hit Points** 24 (7d8-7)
**Speed** 30 ft., climb 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 6 (-2) | 14 (+2) | 8 (-1) | 3 (-4) | 12 (+1) | 6 (-2) |

**Skills** Perception +5
**Damage Resistances** energy, kinetic
**Condition Immunities** charmed, frightened, paralyzed, petrified, prone, restrained, stunned
**Senses** passive Perception 15
**Languages** –
**Challenge** 1/2 (100 XP)

***Pack Tactics.*** The swarm has advantage on attack rolls against a creature while at more than half of its hit points.

***Swarm.*** The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny porg. The swarm can't regain hit points or gain temporary hit points.

#### ACTIONS

***Bite.*** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target in the swarm's space. *Hit:* 7 (2d6) kinetic damage, or 3 (1d6) kinetic damage if the swarm has half of its hit points or fewer.

## KRAYT DRAGONS

Krayt dragons were large, carnivorous reptiles that hailed from Tatooine, a desert planet in the galaxy's Outer Rim Territories. They came in two subspecies and, despite their fierceness, were hunted for the precious pearls found in their bodies.

### CANYON KRAYT DRAGONS

The canyon krayt was a common species of krayt dragon that lived in the rocky caves and canyons of Tatooine's desert ranges. More often than not, the term "krayt dragon" referred to this lifeform. Patterns of horns and spikes appears to have varied from individual to individual. At least one canyon krayt was noted to have a two-pronged tail.

### GREATER KRAYT DRAGONS

The greater krayt was a rarer, larger species of krayt dragon, known for its tremendous size and continual growth over time. Creatures of near legendary status, greater krayt dragons had ten legs, measured at least 100 meters from snout to tail tip and had the ability to move through or on Tatooine's desert sand. Greater krayt dragons attacked with their massive jaws or whip-like spike-tail, using their claws only to move through the sand.

## KRAYT DRAGON, JUVENILE

*Large beast, unaligned*

**Armor Class** 18 (natural armor)
**Hit Points** 168 (16d10+80)
**Speed** 40 ft. burrow 80ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 23 (+6) | 10 (0) | 21 (+5) | 5(-3) | 11 (0) | 7 (-2) |

**Saving Throws** Dex +4, Con +9
**Skill** Perception +8, Stealth +4
**Senses** darkvision 120ft, passive perception 18
**Challenge** 9 ( XP)

### ACTIONS

***Multiattack.*** The dragon makes three attacks: one with its bite and two with its claws.

***Bite.*** Melee Weapon Attack: +10 to hit, reach 10 ft., one target. Hit: 17 (2d10 + 6) kinetic damage plus 4 (2d4) toxin damage. The target must then succeed on a Constitution saving throw (DC 15) or become poisoned.

***Claw.*** Melee Weapon Attack: +10 to hit, reach 5 ft., one target. Hit: 13 (2d6 + 6) kineric damage plus 4 (2d4) toxin damage.

***Poisonous Saliva (Recharge 5-6).*** The dragon spits its poisonous saliva in a 30-foot cone. Each creature in that area must make a DC 17 Constitution saving throw, taking 54 (12d8) tocin damage on a failed save, or half as much damage on a successful one.

## KRAYT DRAGON, ADULT

*Huge beast, unaligned*

**Armor Class** 19 (natural armor)
**Hit Points** 262 (21d12 + 126)
**Speed** 40 ft., burrow 40 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 25 (+7) | 10 (0) | 22 (+6) | 6 (-2) | 14 (+2) | 17 (+3) |

**Saving Throws** Str +12, Con +11, Wis +7
**Skills** Perception +7, Stealth +5
**Damage Resistance** energy, ion, and kinetic from unenhanced weapons
**Damage Immunities** poison
**Condition Immunities** poisoned
**Senses** blindsight 60 ft., darkvision 60 ft., passive Perception 18
**Languages** —
**Challenge** 17 (18,000 XP)

***Legendary Resistance.*** (3/Day): If the dragon fails a saving throw, it can choose to succeed instead.

***Tunneler.*** The dragon can burrow through solid rock at half it burrowing speed and leaves a 15-foot-diameter tunnel in its wake.

### ACTIONS

***Multiattack.*** The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

***Bite.*** *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 18 (2d10 + 7) kinetic damage plus 7 (2d6) poison damage.

***Claw.*** *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 14 (2d6 + 7) kinetic damage.

***Tail Stinger.*** *Melee Weapon Attack:* +12 to hit, reach 15 ft., one target. *Hit:* 16 (2d8 + 7) kinetic damage. The target must make a DC 15 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one.

***Frightful Presence.*** Each creature of the dragon's choice that is within 120 ft. of the dragon and aware of it must succeed on a DC 17 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

***Venom Spray (Recharge 5-6).*** The dragon spits poison in a 60-foot cone. Each creature in that area must make a DC 18 Constitution saving throw, taking 56 (16d6) poison damage damage on a failed save, or half as much damage on a successful one.

### LEGENDARY ACTIONS

Krayt Dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Krayt Dragon regains spent legendary actions at the start of their turn.

***Detect.*** The dragon makes a Wisdom (Perception) check.

***Swat Away.*** The dragon makes a claw attack. If the attack hits, the target must succeed on a DC 18 Strength saving throw or be pushed 15 feet in a straight line away from the dragon. If the saving throw fails by 5 or more, the target falls prone.

***Tail Attack.*** The dragon makes a tail stinger attack.

## GREATER KRAYT DRAGON

*Gargantuan beast, unaligned*

**Armor Class** 22 (natural armor)
**Hit Points** 487 (25d20+225)
**Speed** 40 ft., Burrow 80ft

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 30 (+10) | 10 (0) | 29 (+9) | 5(-3) | 15 (+2) | 7 (-2) |

**Saving Throws*** Dex +7, Con +16
**Skill** Perception +16, Stealth +7
**Senses** darkvision 120ft, passive perception 21
**Challenge** 23 ( XP)

***Legendary Resistance (3/Day).*** If the dragon fails a saving throw, it can choose to succeed instead.

### ACTIONS

***Multiattack.*** The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

***Bite.*** Melee Weapon Attack: +17 to hit, reach 15 ft., one target. Hit: 21 (2d10 + 10) kinetic damage plus 7 (3d4) toxin damage. The target must then succeed on a Constitution saving throw (DC 19) or become poisoned.

***Claw.*** Melee Weapon Attack: +17 to hit, reach 10 ft., one target. Hit: 17 (2d6 + 10) kinetic damage. plus 7 (3d4) toxin damage.

***Tail.*** Melee Weapon Attack: +17 to hit, reach 20 ft., one target. Hit: 19 (2d8 + 10) kinetic damage.

***Frightful Presence.*** Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 21 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

***Poisonous Saliva (Recharge 5-6).*** The dragon spits its poisonous saliva in a 90-foot cone. Each creature in that area must make a DC 24 Constitution saving throw, taking 67 (15d8) toxin damage on a failed save, or half as much damage on a successful one.

### LEGENDARY ACTIONS

The greater krayt dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time, and only at the end of another creature's turn. The greater krayt dragon regains spent legendary actions at the start of its turn.

***Detect.*** The dragon makes a Wisdom (Perception) check.

***Tail Attack.*** The dragon makes a tail attack.

***Sand Swimmer (Costs 2 Actions).*** The greater krayt dragon dives into the ground, sand blasting all creatures around it. Each creature within 15 ft. of the dragon must succeed on a DC 25 Dexterity saving throw or take 17 (2d6 + 10) kinetic damage and be knocked prone. The greater krayt dragon is now burrowed.

## LYLEK

Lyleks are a species of large insectoid predators native to the equatorial forests of the planet Ryloth. With their spiked pincers and powerful mandibles with a pair of tentacles near it, the lyleks are the only Rylothian lifeform more dangerous than the predatory gutkurrs. Their ridged, spiked carapaces can deflect blaster bolts. Although the Lyleks live in hordes, the bigger individuals often dismember the smaller individuals of their kind. These hordes are led by a Lylek queen, and their elaborate underground nests can cover up to 15 square kilometers. They communicate by hissing, clicking and chittering. Their carapaces are tough enough to repel even heavy blaster fire, though a precisely aimed shot to the head can put one down.

### LYLEK

*Large beast, unaligned*

**Armor Class** 14 (natural armor)
**Hit Points** 85 (10d10 + 30)
**Speed** 30 ft., burrow 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 17 (+3) | 13 (+1) | 16 (+3) | 2 (-4) | 16 (+3) | 5 (-3) |

**Skills** Perception +6
**Damage Resistance** energy, ion, and kinetic from unenhanced weapons
**Senses** darkvision 60 ft., passive Perception 16
**Languages** —
**Challenge** 7 (2,900 XP)

***Tunneler.*** The lylek can burrow through solid rock at half it burrowing speed and leaves a 10-foot-diameter tunnel in its wake.

#### ACTIONS

***Multiattack.*** The lylek can make three attacks: two with its legs or tentacles and one with its tail stinger.

***Leg Spear.*** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) kinetic damage.

***Tail Stinger.*** *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 10 (2d6 + 3) kinetic damage, and the target must succeed on a DC 15 Constitution saving throw or take 10 (3d6) poison damage. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

***Tentacle.*** *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 10 (2d6 + 3) kinetic damage. If the target is Medium or smaller, it is grappled (escape DC 15). The lylek can have up to two creatures grappled at the same time.

## MAALRAAS

Maalraas or Nighthuntersre a non-sentient species of predatory quadrupeds. Nighthunters hunted in packs, using long claws and powerful fanged jaws to disable their victims.

***Characteristics.*** Using the Force to cloak themselves, making themselves nearly indistinguishable from the darkest shadows, only extremely well-trained Jedi or Sith cah recognize their silhouettes. Their Hides and bones are heavily resistant to lightsabers as well as intense heat. Maalraas have huge fangs that protrude from their round heads and are possibly the ancestors of nighthunters.

***Behavior.*** Maalraas hunted in packs primarily preyed upon cannoks, although if there were too many of them the cannoks could drive the predator away or even kill it. Maalraas were in turn preyed upon by the zakkeg.

***Domestication.*** Easy to train from infancy or from older ages, Nighthunters are utilised as Loyal guard beasts and are exported from their unrecorded home world by crime syndicates as well as other wealthy individuals willing to trade on the black market.

***Spread.*** While plentiful at the time of the old republic era, by the time of the Clone Wars, they were thought to be extinct, but at least one still survived on Parein II 4. A population exists on the forest moon of Dxun in the Onderon system and possibly Onderon itself.

### MAALRAAS

*Medium beast, neutral*

**Armor Class** 13 (natural armor)
**Hit Points** 33 (6d8 + 6)
**Speed** 40 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 14 (+2) | 15 (+2) | 12 (+1) | 3 (-4) | 12 (+1) | 6 (-2) |

**Saving Throws** Dex +4
**Skills** Stealth +6
**Damage Resistance** fire, energy
**Senses** darkvision 60 ft., passive Perception 11
**Languages** —
**Challenge** 2 (450 XP)

***Force Sensitive.*** The maalraas's forcecasting ability is Wisdom (power save DC 11, +3 to hit with force attacks). The maalraas innately knows the following force powers:

At-will: *force camouflage*

***Keen Hearing and Smell.*** The maalraas has advantage on Wisdom (Perception) checks that rely on hearing or smell.

#### ACTIONS

***Mutliattack.*** The maalraas can make a bite attack and a claw attack.

***Bite.*** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 11 (2d8 + 2) kinetic damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.

***Claws.*** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) kinetic damage.

## MASSIFF

The massiff was a species of dangerous hunters found on desert planets including Tatooine and Geonosis. Massiffs were domesticated for sentry and guard tasks, and were used by the Tusken Raiders of Tatooine.

***Biology & Appearance.*** A massiff is a squat quadruped with a row of spines along their humped backs. Native to desert environments, massiffs are snarling hunters with powerful and dangerous bites. The creature's spines afford it an extra level of defense, and its large eyes allow it to see well at night. An average massiff stood at roughly one meter high, and the species is found on a variety of worlds, typically in desert habitats such as Tatooine, Geonosis, and Florrum.

It is easy to tell the age of a massiff, for they grow a new pair of antlers every standard year.

***Domestication.*** Many massiffs are domesticated and trained for sentry and guard duty. Tusken Raiders, Weequay pirates, and even clone troopers of the Grand Army of the Republic utilize massiffs as guard beasts. During the Clone Wars, ARF troopers trained massiffs as trackers. On occasion, massiffs were used in arena fighting.

***Geonosis.*** The Geonosians and massiffs have a somewhat symbiotic relationship; in exchange for shelter, the creatures rid the hives of pests. On Geonosis, possession of a massiff is a sign of authority and aristocracy.

### MASSIFF

*Small beast, unaligned*

**Armor Class** 15 (natural armor)
**Hit Points** 18 (4d6 + 4)
**Speed** 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 14 (+2) | 14 (+2) | 12+ (+1) | 3 (-4) | 12 (+1) | 7 (-2) |

**Skills** Perception +3
**Damage Resistance** energy, ion, and kinetic from unenhanced weapons
**Senses** darkvision 60 ft., passive Perception 13
**Languages** —
**Challenge** 1 (200 XP)

***Keen Hearing and Smell.*** The massiff has advantage on Wisdom (Perception) checks that rely on hearing or smell.

***Spiked Hide.*** Any creature that grapples the massif takes 3 (1d6) kinetic damage at the end of its turn.

#### ACTIONS

***Bite.*** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) kinetic damage.

## MISTRYL SHADOW GUARDS

The Mistryl Shadow Guards were an elite group of all-female Human mercenaries, sent from their home planet of Emberlene to earn money in support of the devastated communities of their world.

***Emberlene.*** Using its might and wealth to conquer its neighbors, Emberlene subjugated dozens of worlds in their sector, plundering their wealth, and destroyed anything of value couldn't be taken.

***The Destruction.*** The remaining planets in the sector pooled their resources and hired a mercenary army to fight for them. The mercenaries struck hard and fast, devastating Emberlene's forces and reducing the planet's infrastructure to rubble. Ensuing firestorms and air strikes against populated areas effectively ended the Emberlene threat, reducing its people to abject poverty.

***The Lie.*** In the years after their destruction and partial reconstruction, the Eleven Elders decided to create a lie from this disaster. From a young age, the citizens of Emberlene were taught that many years ago, while the Galactic Empire was still young and early resistance had not been crushed, Emperor Palpatine ordered the destruction of Emberlene as an example to all who thought they could escape the rule of the Empire. This lie was created to instill a sense of loyalty and pride in the people of Emberlene, as well as a false sense of duty amongst the Mistryl.

***Organization.*** The Shadow Guard typically operated in small teams led by a commander known as the Team Prime. On the other hand, Mistryl sometimes traveled as master-and-apprentice pairs, and individual warriors could be contracted out long-term as bodyguards.

True to their mythos that Emberlene had been ravaged by Imperial forces, the Mistryl claimed that they never worked for the New Order, although when that loathing got in the way of a job, they often forgot this animosity, either through convenience or necessity.

***Equipment & Methods.*** While the Guard were deadly at any time, the Shadow Guard were especially adept at close-quarters combat. They were well trained in martial arts, and also had a large amount of weapons training as well. They were trained to use hold-out blasters and vibroblades, and were also educated in the use of more exotic weapons such as hand claws, shock whips, and zenji needles.

The Mistryl were legendary for their stealth and ability to remain unnoticed at all times. They had access to a huge database of profiles of galactic citizens. When needed, a guard could quickly use one of these and assume that person's identity in order to either get close to a target or get away from an area.

> *"Do you know Shada D'ukal? She can be very disarming."*
> ?Han Solo

### MISTRYL APPRENTICE

*Medium human, unaligned*

**Armor Class** 16
**Hit Points** 60 (11d8 + 11)
**Speed** 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 11 (+0) | 17 (+3) | 13 (+1) | 11 (+0) | 16 (+3) | 12 (+1) |

**Skills** Acrobatics +5, Insight +5, Stealth +5
**Senses** passive Perception 13
**Challenge** 3 (700 XP)

***Unarmored Defense.*** While the Mistryl is wearing no armor and wielding no shield, her AC includes her Wisdom modifier.

#### ACTIONS

***Multiattack.*** The Mistryl makes three unarmed strikes or three dart attacks.

***Unarmed Strike.*** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. Hit: 7 (1d8 + 3) kinetic damage. If the target is a creature, the Mistryl can choose one of the following additional effects. The target must Succeed on a DC 13:

-Strength saving throw or drop one item it is holding (Mistryl's choice).

-Dexterity saving throw or be knocked prone.

-Constitution saving throw or be stunned until the Mistryl's next turn.

***Dart.*** *Ranged Weapon Attack:* +5 to hit, range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) kinetic damage and the target must make a DC 13 Constitution saving throw. On a failure, the target takes 7 (2d6) poison damage and is poisoned for 1 minute. On a success, the target takes half the damage and isn't poisoned.

## MISTRYL MASTER

*Medium human, unaligned*

**Armor Class** 16 (heavy combat suit)
**Hit Points** 84 (13d8 + 26)
**Speed** 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 11 (+0) | 18 (+4) | 14 (+2) | 13 (+1) | 16 (+3) | 15 (+2) |

**Saving Throws** Dex +7, Int +4
**Skills** Acrobatics +7, Athletics +3, Deception +5, Insight +6, Perception +6, Stealth +7
**Senses** passive Perception 16
**Challenge** 5 (1,800 XP)

***Cunning Action.*** On each of her turns, the Mistryl can use a bonus action to take the Dash, Disengage, or Hide action.

***Sneak Attack (1/turn).*** The Mistryl deals an extra 14 (4d6) damage when she hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the Mistryl that isn't incapacitated and the Mistryl doesn't have disadvantage on the attack roll.

### ACTIONS

***Multiattack.*** The Mistryl makes three melee weapon attacks or three ranged weapon attacks.

***Techblade.*** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. Hit: 7 (1d6 + 4) kinetic damage.

***Holdout Blaster.*** *Ranged Weapon Attack:* +7 to hit, range 30/120 ft., one target. *Hit:* 6 (1d4 + 4) kinetic damage.

### REACTIONS

***Uncanny Dodge.*** The Mistryl halves the damage that she takes from an attack that hits her. The Mistryl must be able to see the attacker.

*"I have to tell you...I'm shocked that such a beautiful woman could be so vicious."*
?Sienn Sconn

## MISTRYL PRIME

*Medium human, unaligned*

**Armor Class** 17 (heavy combat suit)
**Hit Points** 105 (14d8 + 42)
**Speed** 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 12 (+1) | 20 (+5) | 16 (+3) | 14 (+2) | 18 (+4) | 16 (+3) |

**Saving Throws** Dex +8, Int +5
**Skills** Acrobatics +8, Athletics +4, Deception +6, Insight +7, Perception +7, Sleight of Hand +8, Stealth +8
**Senses** passive Perception 17
**Challenge** 8 (3,900 XP)

***Assassinate.*** During her first turn, the Mistryl has advantage on attack rolls against any creature that hasn't taken a turn. Any hit the Mistryl scores against a surprised creature is a critical hit.

***Cunning Action.*** On each of her turns, she can use a bonus action to take the Dash, Disengage, or Hide action.

***Sneak Attack (1/turn).*** The Mistryl deals an extra 17 (5d6) damage when she hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the Mistryl that isn't incapacitated and the Mistryl doesn't have disadvantage on the attack roll.

***Tech Casting.*** The Mistryl is a 5th level tech caster (tech save DC 13, +5 to hit with power attacks, 22 tech points). The Mistryl knows the following powers.

At Will: *encrypted message, light, poison spray*

1st Level: *alarm, decryption program, holographic disguise*

2nd Level: *concealed caltrops, infiltrate, paralyze humanoid*

3rd Level: *invisibility to cameras, tactical advantage*

### ACTIONS

***Multiattack.*** The Mistryl makes two melee weapon attacks or two ranged weapon attacks.

***Techblade.*** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature. Hit: 8 (1d6 + 5) kinetic damage, and the target must make a DC 14 Constitution saving throw. On a failure, the target takes 24 (7d6) poison damage and is poisoned for 1 minute. On a success, the target takes half damage and isn't poisoned.

***Holdout Blaster.*** *Ranged Weapon Attack:* +7 to hit, range 30/120 ft., one target. *Hit:* 6 (1d4 + 4) energy damage.

### REACTIONS

***Uncanny Dodge.*** The Mistryl halves the damage that she takes from an attack that hits her. The Mistryl must be able to see the attacker.

## MOLE SERPENT

Ordinarily found only in the hilly regions of a little-known planet at the edge of the Kathol Sector, mole serpents dwell almost entirely underground, burrowing through the soil in search of surface prey. With its keen ability to sense vibrations underground, the mole serpent locates unwary targets and tunnels toward them undetected until it lurches up out of the ground to strike. Mole serpents range from 30-50 feet long, with chitinous plating and short, hornlike projections. By alternately contorting and relaxing its muscles, the mole serpent can create an undulating motion, driving the projections into the surrounding ground and pushing the beast forward. In its native soil, it can travel at speeds of 15 feet per round. One known serpent is known to have made its way to the deserts of Tatooine, and in Tatooine's soft sand, it can move as fast as 30 feet per round. The mole serpent cannot burrow through rock. The movement, of a mole serpent does not create a passable tunnel, but the ground is decidedly softer behind it.

The creatures are the natural predators of the Tirginni beasts. The mole serpent attacks by surfacing, then biting and attempting to swallow smaller creatures.

**ATTACK STRATEGY**

Because of its unusual attack vector, targets are often surprised. Detecting the approach of a mole serpent requires a Perception check against its Stealth check.

If its swallow attempt succeeds. the mole serpent remains on the surface, searching for another nearby target. If it finds one, it attacks again from the surface on the next round. Otherwise, it burrows back underground to avoid counter attacks.

If the mole serpent fails to swallow its intended prey, it retreats below the ground again and waits for its target to lower its guard. After a failed attack, the mole serpent will not attack again for 1d4+2 rounds. 1f the GM judges that potential targets have sufficiently relaxed (if, for instance, they have begun pursuing unrelated tasks), he may ask for new Perception checks, possibly creating new surprise rounds.

### MOLE SERPENT, ADULT

*Gargantuan beast, unaligned*

**Armor Class** 17 (Natural Armor)
**Hit Points** 232 (15d20 + 75)
**Speed** 50 ft., burrow 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 28 (+9) | 20 (+5) | 21 (+5) | 1 (-5) | 8 (-1) | 4 (-3) |

**Saving Throws** Con +10, Wis +4
**Skills** Stealth +15, Perception +4
**Damage Resistance** acid (interior only)
**Senses** Blindsight 30 ft., Tremorsense 60 ft., passive Perception 14
**Languages** —
**Challenge** 10 (5,900 XP)

#### ACTIONS

***Bite.*** *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 22 (3d8 + 9) kinetic damage. If the target is a Large or smaller creature, it must succeed on a DC 17 Dexterity saving throw or be swallowed by the mole serpent. A swallowed creature is blinded and restrained, it has total cover against attacks and other effects outside the mole serpent, and it takes 14 (4d6) acid damage at the start of each of the mole serpent's turns.

If the mole serpent takes 25 damage or more on a single turn from a creature inside it, the mole serpent must succeed on a DC 20 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the mole serpent. If the mole serpent dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 20 feet of movement, exiting prone.

## MUCOUS SALAMANDER

Mucous salamanders, or pinkish salamanders, are amphibians native to the bogs of Yavin 4. They possess the distinct ability to diffuse their molecular structures underwater, which allow them to swim faster and pass through hunters' nets. When a mucous salamander enters dry areas, it cN change its molecular structure into hardened scales for protection from predators, particularly the angler.

### MUCOUS SALAMANDER

*Medium beast, unaligned*

**Armor Class** 13 (15 natural armor in solid form)
**Hit Points** 44 (8d8 + 8)
**Speed** 30 ft. (climb 30 ft. in solid form, swim 50 ft. in liquid form)

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 16 (+3) | 17 (+3) | 13 (+1) | 3 (-4) | 12 (+1) | 5 (-3) |

**Skills** Athletics +5, Stealth +5
**Damage Vulnerabilities** lightning in liquid form
**Damage Resistance** energy, ion, and kinetic from unenhanced weapons in solid form
**Condition Immunities** prone, grappled, restrained in liquid form
**Senses** passive Perception 11
**Languages** —
**Challenge** 2 (450 XP)

***Shifting Molecules.*** When the salamander enters or exits water, it changes the form of its molecular structure to mimic its surroundings. Other than its AC, its statistics are the same in each form. Any object it is wearing or carrying isn't transformed.

***Amphibious.*** The salamander can breathe air and water.

***Diffuse Body (Liquid Form Only).*** The salamander can move through other creatures and objects no more than 10 feet in diameter as if they were difficult terrain. It takes 5 (1d10) kinetic damage if it ends its turn inside an object.

***Spider Climb (Solid Form Only).*** The salamander can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

***Spiked Hide (Solid Form Only).*** Any creature that grapples the salamander takes 3 (1d6) kinetic damage at the end of its turn.

***Watery Stealth (Liquid Form Only).*** While underwater, the salamander has advantage on Dexterity (Stealth) checks made to hide, and it can take the Hide action as a bonus action.

#### ACTIONS

***Bite.*** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 2) kinetic damage.

***Claw (Solid Form Only).*** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) kinetic damage.

## MYNOCKS

Mynocks are a species of silicon-based bat-like parasites that chew on the power cables and energy conductors of starships, and can drain a ship's entire power supply. They reproduce by splitting in two and growing new creatures from each half. Mynocks are capable of surviving in the atmospheres of planets and the vacuum of space, though only a few varieties lived on planets. They are also known to inhabit asteroid fields and the gullets of exogorths, where they share in its meals.

### MYNOCK

*Small beast, unaligned*

**Armor Class** 14 (natural armor)
**Hit Points** 6 (1d12)
**Speed** 5 ft. fly 40ft

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 4 (-3) | 16 (+3) | 11 (0) | 2 (-4) | 8 (-1) | 6 (-2) |

**Senses** darkvision 60 ft., passive Perception 9
**Challenge** 1/8 (25 XP)

***Atmosphere Agnostic.*** The mynock can survive in any type of atmosphere or vacuum.

***Battery Drainer.*** If the mynock attaches itself to a piece of equipment that needs energy to function, that piece will stop working until the Mynock is removed.

***Pack Tactics.*** The mynock has advantage on an attack roll against a creature if at least one ally of the mynock is within 5 feet of the creature and the ally isn't incapacitated.

#### ACTIONS

***Energy Drain.*** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. Hit: 5 (1d4 + 3) kinetic damage, and the mynock attaches to the target. If attached to a droid or construct, at the start of each of the mynock's turns, the target loses 5 (1d4 + 3) hit points due to energy being drained.

The mynock can detach itself by spending 5 feet of its Movement. It does so after it drains 10 Hit Points of energy from the target or the target dies. A creature, including the target, can use its action to detach the Mynock.

### MYNOCK SWARM

*Large swarm of Small beasts, unaligned*

**Armor Class** 14 (natural armor)
**Hit Points** 39 (7d10)
**Speed** 5 ft. fly 40ft

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 6 (-2) | 16 (+3) | 11 (0) | 2 (-4) | 8 (-1) | 6 (-2) |

**Skills** Perception +1
**Damage Resistances** energy, kinetic
**Condition Immunities** charmed, frightened, paralyzed, petrified, prone, restrained, stunned
**Senses** darkvision 60 ft., passive Perception 9
**Challenge** 2 (450 XP)

***Atmosphere Agnostic.*** The mynock swarm can survive in any type of atmosphere or vacuum.

***Pack Tactics.*** The mynock swarm has advantage on an attack roll against a creature if at least one ally of the mynock swarm is within 5 feet of the creature and the ally isn't incapacitated.

***Swarm.*** The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a small mynock. The swarm can't regain hit points or gain temporary hit points.

#### ACTIONS

***Energy Drain.*** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. Hit: 17 (4d6 + 3) kinetic damage, the swarm loses 3 (1d6) hit points, and a mynock attaches to the target, and is considered a separate creature with its own statistics for the remainder of combat.

## NARGLATCH

The narglatch is a stealthy, feline, apex predator which can be found in diverse environments, such as the Gungan swamps of Naboo or the frozen tundras of its native Orto Plutonia. Escaped narglatches are a threat on Coruscant. The narglatch are considered to be sacred by the indigenous Talz, who use them as mounts and a source of food.

***Biology & Appearance.*** The narglatch male had additional fleshy spikes, while females were smoother. They both had non-retractable claws and a fan-like tail that acted as a rudder during high-speed chases and turns. The narglatch also had densely padded feet that made for silent footfalls.

A pregnant narglatch always gave birth to twins, one of each gender. Since young narglatch could hunt immediately upon birth, mothers abandoned them.

***Behavior.*** Cubs hunted together until maturity, making themselves less vulnerable to such Naboo creatures, as saw-toothed granks, veermoks, and even more mature male narglatch. As they approached maturity, the cubs separated.

A solitary hunter, narglatch silently stalked and quickly killed its prey, usually kaadu or jimvu. Narglatch generally avoided deep water, although they were capable swimmers should the need arise. One of the few creatures they actively avoided were zalaacas.

### NARGLATCH

*Large beast, unaligned*

**Armor Class** 14
**Hit Points** 60 (8d10 + 16)
**Speed** 60 ft., climb 50 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 15 (+2) | 18 (+4) | 13 (+1) | 3 (-4) | 15 (+2) | 6 (-2) |

**Saving Throws** Dex +7
**Skills** Stealth +10, Perception +5
**Damage Vulnerabilities** energy
**Damage Resistance** ion and kinetic from unenhanced weapons
**Senses** darkvision 60 ft., passive Perception 12
**Languages** —
**Challenge** 3 (700 XP)

***Shadow Stealth.*** While lightly or heavily obscured, the narglatch can take the Hide action as a bonus action.

***Sure-Footed.*** The narglatch has advantage on Strength and Dexterity saving throws made against effects that would knock it prone.

#### ACTIONS

***Pounce.*** If the narglatch moves at least 20 ft. straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 14 Strength saving throw or be knocked prone. If the target is prone, the narglatch can make one bite attack against it as a bonus action.

#### ACTIONS

***Bite.*** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 11 (2d10 + 2) kinetic damage.

***Claw.*** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 2) kinetic damage.

# NEXU

Nexu are predatory felines native to the planet Cholganna. They are also found on Zhanox.

***Biology & Appearance.*** There are other breeds of nexu on Cholganna's other continents, but only the forest nexu has an additional set of eyes able to view in infrared wavelength, which aid in their hunting of bark rats and tree-climbing octopi. Nexu are 4.5 meters long and generally 1 meter tall.

The nexu has claws which can slice a Human in half. They have quills along their back, and a long tail that allows the nexu to swing from tree branch to tree branch. The tail also splits into two equal sections for a better grip on the tree branch they are swinging from. They have extremely sharp instincts and reflexes, although they are known to tire easily, and often use swift movements to finish an enemy quickly, biting down and thrashing their head about to break their victim's neck. Cubs are born pure white.

The black nexu is particularly stealthy and rare.

***Useage.*** Nexu are often exported and trained as security beasts or used in arena combat.

**BLACK NEXU VARIANT>**
If you want to use a black nexu in your campaign, simply use the appropriate forest nexu stats based on the age of the nexu and make the following changes:
Add: Stealth Expertise (e.g., adult Stealth +12)
Remove: truesight

## FOREST NEXU, ADULT

*Medium beast, unaligned*

**Armor Class** 14 (natural armor)
**Hit Points** 58 (13d8)
**Speed** 50 ft., climb 40 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 18 (+4) | 19 (+4) | 10 (+0) | 3 (-4) | 12 (+1) | 8 (-1) |

**Saving Throws** Dex +8
**Skills** Perception +5, Stealth +8
**Senses** darkvision 60 ft., truesight 60 ft., passive Perception 15
**Languages** —
**Challenge** 5 (1,800 XP)

***Avoidance.*** If the nexu is subjected to an effect that allows it to make a saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails .

***Keen Sight and Smell.*** The nexu has advantage on Wisdom (Perception) checks that rely on sight and smell.

***Pounce.*** If the nexu moves at least 20 ft. straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 15 Strength saving throw or be knocked prone. If the target is prone, the nexu can make one bite attack against it as a bonus action.

### ACTIONS

***Multiattack.*** The nexu can make two claw attacks.

***Bite.*** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 15 (2d10 + 4) kinetic damage.

***Claw.*** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) kinetic damage.

*"Oh! It's a nexu – and she has cubs! How cute!"*
*"For creatures with four eyes and a mouthful of teeth, they are rather cute."*
?Allana Solo and Leia Organa Solo

## OPEE SEA KILLER

The opee sea killer, sometimes referred to as simply an opee, is a large meat-eating crustaceous sea creature of approximately 60 feet in length. A hybrid of crustacean and fish, the opee sea killer is indigenous to the watery planet core of Naboo.

***Biology.*** The opee is a predator often found clung to rocky outcroppings or hidden in caverns or under ledges awaiting its prey. When forced to move, the opee is perfectly adapted to swim—in its own unusual way—sucking water into its mouth and jet propelling it from pores beneath armored plates at the rear of its body. This unique technique, coupled with three pairs of powerful legs and a pair of pectoral guidance fins, allows the opee to accelerate quickly underwater. Once in range of prey, the opee extends its massive adhesive tongue, successfully reeling in its prey to a vicious, gaping maw of multi-rowed teeth. The opee also uses the long, antennae-like stalks protruding from above its head as lures to draw prey towards its double rows of fangs. Their thick chitinous hide can deflect small arms laser fire, along with glancing shots from heavy fire.

Opees are known to be mouth breeders, with the male opee carrying fertilized eggs inside its mouth for three months—forcing the male to fast until the young are born. From birth, opees can sustain themselves instinctively (and gruesomely). It is not unknown for unhatched opee eggs to be swallowed by colo claw fish, creatures later killed in a grisly manner when the new-born young chew their way out of the colo's stomach. This can also occur if the colo swallows young opees alive.

***Across the Galaxy.*** By unknown means, opees were introduced to Aquilaris, and can be seen swimming by the tunnels in which podraces take place.

One opee sea killer is housed inside the Royal Icqui Aquaria, a large, public aquarium that is situated on the planet Coruscant, and the sea killer is the largest living creature in the facility.

### OPEE SEA KILLER

*Gargantuan beast, unaligned*

**Armor Class** 17 (natural armor)
**Hit Points** 139 (9d20+45)
**Speed** 20 ft., swim 60 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 19 (+4) | 10 (+0) | 20 (+5) | 3 (-4) | 10 (+0) | 6 (-2) |

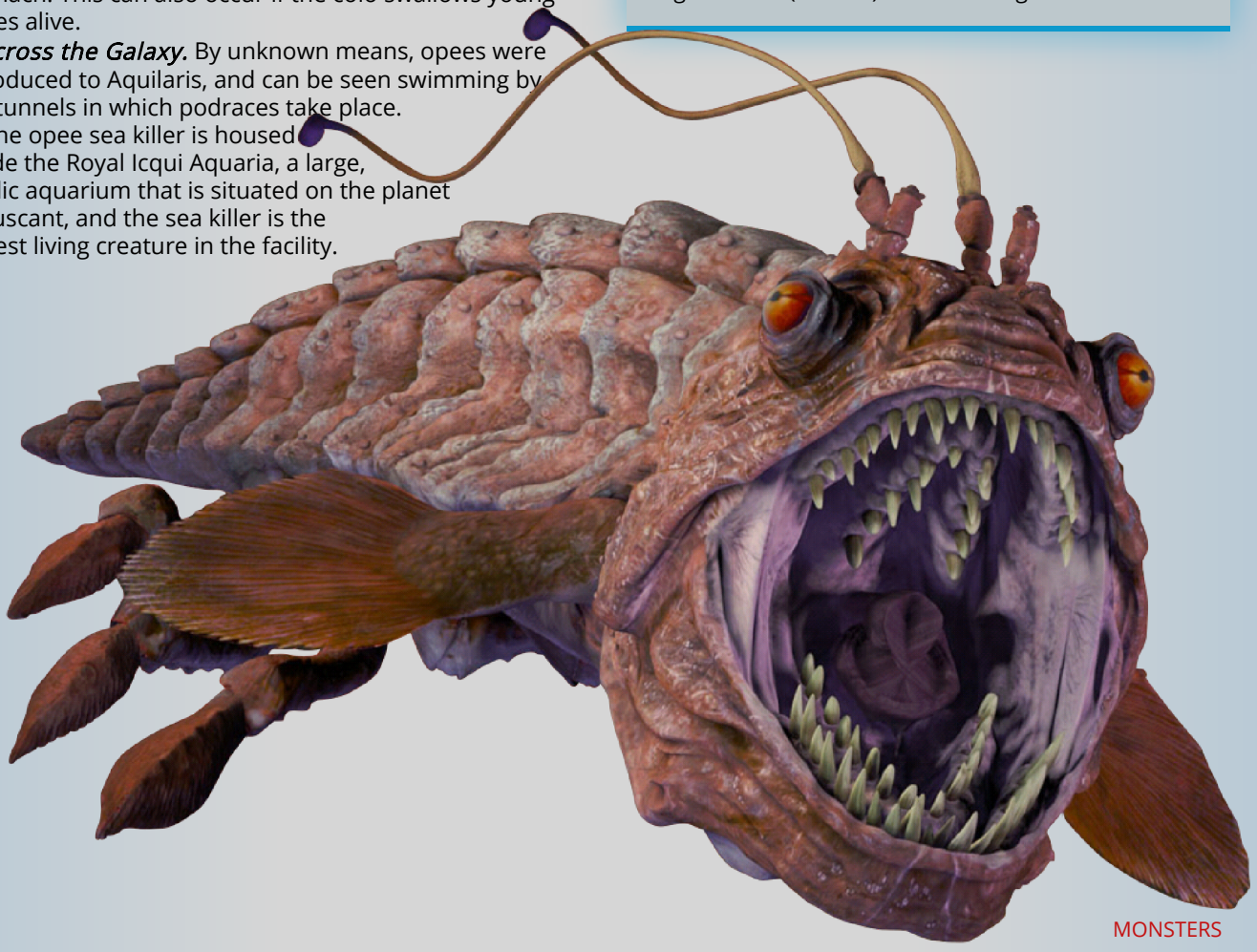
**Skills** Stealth +6
**Senses** passive Perception 10, Darkvision 60 ft.
**Languages** —
**Challenge** 5 (1800 XP)

***Kidnapper*** The sea killer may move at full speed while grappling a creature.

#### ACTIONS

***Tongue.*** *Ranged Weapon Attack:* +7 to hit, range 30 ft., one target. *Hit:* The target creature is grappled (escape DC 15), and if it is a Large or smaller creature it must immediately make a DC 15 Strength saving throw, or be pulled up to 30 feet straight toward the sea killer. While a creature is grappled by the tongue, the sea killer can't use its tongue attack on another creature.

***Bite.*** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 30 (4d12+4) kinetic damage.



## ORBALISKS

Orbalisks are parasitic creatures native to Dxun. They lay inactive in caves or other dark places, until they find a suitable host creature on whose skin they can attach themselves to in order to feed. Orbalisks, once attached to a host, rapidly multiply, eventually enveloping and suffocating their victim. However, the holocron of Freedon Nadd contains the knowledge to make armament to prevent the orbalisks from covering the face, hands, and feet of the host, allowing them to keep this armor hidden.

Perhaps by nature or as a result of residing on Dxun (which was itself a great focus of dark side power), orbalisks are able to feed on the Force-sensitivity of dark side wielders. It is said that the orbalisk armor's durability was such that lightsabers have a hard time penetrating it, making a wearer effectively immune to lightsaber attacks. The only weaknesses to this armor are the exposed joints at the neck and wrists, but these gaps are so small a lightsaber can only barely slice through. However, orbalisk armor is unable to protect the wearer from electricity. Orbalisks cause the wearer to feel pain, fueling the wearers dark side power; if they are removed or killed, they release a highly potent toxin into the host's body.

### ORBALISK

*Tiny beast, unaligned*

**Armor Class** 14 (natural armor)
**Hit Points** 21 (6d4+6)
**Speed** 5 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 18 (+4) | 8 (-1) | 13 (+1) | 1 (-5) | 4 (-3) | 3 (-4) |

**Senses** passive Perception 7
**Damage Immunities** All except lightning
**Damage Vulnerabilities** lightning
**Challenge** 1 (100 XP)

***Detect Dark Side.*** The orbalisk can sense the presence and location of any dark side aligned creature within 300 feet.

#### ACTIONS

***Attach.*** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. Hit: 8 (1d8 + 4) kinetic damage, and the orbalisk attaches to the target. Once attached to a target, the orbalisk begins to reproduce through fragmentation. Whenever the host completes a long rest, they must make a DC 14 Wisdom saving throw. For each saving throw the host fails, the size of their Hit Dice is reduced: from d12 to d10, from d10 to d8, from d8 to d6, from d6 to d4, or from d4 to d2. If the host fails a saving throw while their Hit Die is a d2, they die as the orbalisks consume them.

Statistics for orbalisk armor can be found in *Wretched Hives.*

### ORBALISK SWARM

*Large swarm of Tiny beasts, unaligned*

**Armor Class** 14 (natural armor)
**Hit Points** 39 (6d10+6)
**Speed** 5 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 18 (+4) | 8 (-1) | 13 (+1) | 1 (-5) | 4 (-3) | 3 (-4) |

**Senses** passive Perception 7
**Damage Immunities** All except lightning
**Damage Vulnerabilities** lightning
**Challenge** 3 (700 XP)

***Detect Dark Side.*** The orbalisk swarm can sense the presence and location of any dark side aligned creature within 300 feet.

***Swarm.*** The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a tiny orbalisk. The swarm can't regain hit points or gain temporary hit points.

#### ACTIONS

***Multiattack.*** The Orbalisk Swarm makes two Attach attacks while it is above half HP, and one attack while below.

***Attach.*** *Melee Weapon Attack:* +6 to hit, reach 0 ft., one creature. Hit: 13 (2d8 + 4) kinetic damage, and a small portion of the swarm attaches to the target. Once attached to a target, those orbalisks begin to reproduce through fragmentation. Whenever the host completes a long rest, they must make a DC 14 Wisdom saving throw. For each saving throw the host fails, the size of their Hit Dice is reduced: from d12 to d10, from d10 to d8, from d8 to d6, from d6 to d4, or from d4 to d2. If the host fails a saving throw while their Hit Die is a d2, they die as the orbalisks consume them.

## PELKO BUG

Pelko bugs are small creatures that are covered in millions of microscopic barbs that deliver a paralytic, blistering toxin which can penetrate armor. They live only beneath sands of the Valley of the Dark Lords on Korriban, and are attracted to Force-sensitives. They stalk and swarm their prey in the darkness. The bug's attunement to the Force allows them to determine if a creature is suitable prey. The barbs are used in training sabers at the Sith Academy because of the toxin's effects, which mimick the effects of losing a limb to a lightsaber.

### PELKO BUG

*Tiny beast, unaligned*

**Armor Class** 18 (natural armor)
**Hit Points** 1 (1d4-1)
**Speed** 20 ft. climb 20 ft. burrow 20 ft. fly 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 2 (-4) | 14 (+2) | 8 (-1) | 1 (-5) | 10 (0) | 2 (-4) |

**Skills** Stealth +4
**Damage Vulnerabilities** Fire, Cold, Lightning, Energy
**Senses** darkvision 30 ft. passive Perception 10
**Challenge** 0 (10 XP)

***Bug Climb.*** The Pelko Bug can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check. Due to being tiny, the Pelko Bug can occupy the same spot as another creature. To attack the Pelko Bug must be climbing on the target.

***Penetrating Spikes.*** The Pelko Bug's microscopic barbs can penetrate even through the toughest armor. The Pelko Bug gains +5 to hit (Incorporated to attack).

#### ACTIONS

***Barbs.*** Melee Weapon Attack: +9 to hit, reach 0 ft., one creature. Hit: 1 (2d4-1) kinetic damage, and the target must succeed on a DC 12 Constitution saving throw or take 2 poison damage and become paralyzed.

### PELKO BUG SWARM

*Large swarm of tiny beasts, unaligned*

**Armor Class** 12 (natural armor)
**Hit Points** 63 (6d10+33)
**Speed** 20 ft. climb 20 ft. burrow 20 ft. fly 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 8 (-3) | 18 (+4) | 13 (+1) | 3 (-4) | 12 (+1) | 4 (-3) |

**Damage Resistance** Kinetic
**Damage Vulnerabilities** Fire, Cold, Lightning, Energy
** Condition Immunities** Charmed, Frightened, Grappled, Paralyzed, Petrified, Prone, Restrained, Stunned
**Senses** darkvision 30ft, passive Perception 10
**Challenge** 3 ( XP)

***Swarm.*** The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a tiny bug. The swarm can't regain hit points or gain temporary hit points.

***Penetrating Spikes.*** The Pelko Bug's microscopic barbs can penetrate even through the toughest armor. The Pelko Bug gains +5 to hit (Incorporated to attack).

#### ACTIONS

***Barbs (swarm has more than half HP).*** Melee Weapon Attack: +9 to hit, reach 0 ft., one creature. Hit: 15 (4d4-1) kinetic damage, and the target must succeed on a DC 12 Constitution saving throw or take 2 poison damage and become paralyzed.

***Barbs (swarm has half HP or less).*** Melee Weapon Attack: +9 to hit, reach 0 ft., one creature. Hit: 7 (2d4-1) kinetic damage, and the target must succeed on a DC 12 Constitution saving throw or take 2 poison damage and become paralyzed.

## PORGS

Porgs are a species of non-sentient birds. They are stocky in nature, with two short wings, flat, beak-less faces, and two webbed feet. Porgs are sexually dimorphic; males are slightly larger than females, and males also have orange plumage around the eyes. Porgs of both sexes are covered in dense feathers, with white coloration on the body and face, and gray to brown on the wings and back. They are much lighter than they looked, thanks to a thick outer layer of waterproof feathers with a fluffy underlayer for warmth. They can fly short distances but not far enough to leave their native island. They can also run quite swiftly on the ground and are good at maneuvering into small spaces. The birds have stereoscopic vision, colored with brown irises and black pupils. Porgs favor cold environments.

### PORG

*Tiny beast, unaligned*

**Armor Class** 12
**Hit Points** 1 (1d4-1)
**Speed** 10 ft., fly 50 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 2 (-4) | 14 (+2) | 8 (-1) | 2 (-4) | 12 (+1) | 6 (-2) |

**Skills** Perception +3
**Senses** passive Perception 13
**Languages** –
**Challenge** 0 (10 XP)

***Keen Smell.*** The porg has advantage on Wisdom (Perception) checks that rely on smell.

#### ACTIONS

***Bite.*** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 1 kinetic damage.

### PORG SWARM

*Medium swarm of Tiny beasts, unaligned*

**Armor Class** 12
**Hit Points** 24 (7d8-7)
**Speed** 10 ft., fly 50 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 6 (-2) | 14 (+2) | 8 (-1) | 3 (-4) | 12 (+1) | 6 (-2) |

**Skills** Perception +5
**Damage Resistances** energy, kinetic
**Condition Immunities** charmed, frightened, paralyzed, petrified, prone, restrained, stunned
**Senses** passive Perception 15
**Languages** –
**Challenge** 1/4 (50 XP)

***Keen Smell.*** The swarm has advantage on Wisdom (Perception) checks that rely on smell.

***Swarm.*** The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny porg. The swarm can't regain hit points or gain temporary hit points.

#### ACTIONS

***Bite.*** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target in the swarm's space. *Hit:* 7 (2d6) kinetic damage, or 3 (1d6) kinetic damage if the swarm has half of its hit points or fewer.

## POWER DROIDS

Power droids are boxy droids with two or four legs that serve as mobile batteries, capable of powering a variety of machinery and vehicles. They are, effectively, power generators with legs and simple artificial intelligence so that they can understand rudimentary commands. They are most commonly found on under-developed worlds that do not have an expansive power grid, or in mobile (often military) operations.

They often make a low honking noise that sounds like the word "gonk," resulting in the nickname gonk droid or simply gonk. This form of droidspeak was referred to as "Gonkian."

***Models.*** Notable power droid models included the EG-4 and EG-6 power droids produced by Veril Line Systems; the S9-series heavy power droid, a larger and more powerful version of the EG-6; the PLNK "plunk" power droid; and the popular GNK power droid manufactured by Industrial Automaton.

### MODIFIED GONKS

While Gonk Droids are generally harmless, Groodo the Hutt, in his bid to destroy the Fondor Shipyards and Spaceport, employed, as part of his Droid Control Army, GNK Power Droids that were modified with rapid-repeating blasters in their upper casings.

Likewise, the Alliance to Restore the Republic modified GNK units so they would march slowly across the battlefield, until they collided with an enemy building, and explode.

## GONK DROID

*Small droid, unaligned*

**Armor Class** 13(steel plating)
**Hit Points** 5(1d6 + 2)
**Speed** 15 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 10 (+0) | 12 (+1) | 14 (+2) | 9 (-1) | 7 (-2) | 8 (-1) |

**Damage Vulnerabilities** ion, lightning
**Damage Resistances** necrotic, poison, psychic
**Condition Immunities** poisoned, disease
**Senses** passive Perception 8
**Languages** Binary, Galactic Basic, Gonkian
**Challenge** 0 (10 XP)

***Explosive Destruction.*** When the Gonk droid is reduced to zero hit points, it explodes. Each creature within 20 feet of it must make a DC 13 Dexterity saving throw, taking 6d6 fire damage on a failed save, or half as much on a successful one.

### ACTIONS

***Kick.*** *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit* 2 (1d4 + 0)

## WEAPONIZED GONK DROID

*Small droid, unaligned*

**Armor Class** 14(reinforced steel plating)
**Hit Points** 5(1d6 + 2)
**Speed** 15 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 10 (+0) | 12 (+1) | 14 (+2) | 9 (-1) | 7 (-2) | 8 (-1) |

**Damage Vulnerabilities** ion, lightning
**Damage Resistances** necrotic, poison, psychic
**Condition Immunities** poisoned, disease
**Senses** passive Perception 8
**Languages** Binary, Galactic Basic, Gonkian
**Challenge** 1/8 (25 XP)

***Explosive Destruction.*** When the Gonk droid is reduced to zero hit points, it explodes. Each creature within 20 feet of it must make a DC 13 Dexterity saving throw, taking 6d6 fire damage on a failed save, or half as much on a successful one.

### ACTIONS

***Kick.*** *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit* 2 (1d4 + 0)

***Blaster Rifle.*** *Ranged Weapon Attack:* +4 to hit, range 100/400 ft., one target. *Hit:* 6 (1d8 + 2) energy damage.

# PROBE DROIDS

Probe droids (AKA probots or recon droids) are droids specifically designed to perform reconnaissance, reporting anything of significance as defined by specific preprogrammed protocols. Some models are equipped with a self-destruct mechanism in order to prevent those whom it had been sent to observe from studying them and determining their source, as well as a small blaster-type weapon for defense.

## SITH PROBE DROID

Sith probe droids were designed as passive spy units, and were plated with energy-absorbing stealth armor that baffled most sensor scans. However, weaponry could be mounted on the Sith Probe Droids in many configurations: the most common being a miniaturized grenade launcher. Armaments adopted by the Sith included blaster cannons, stun blasters, and dart launchers loaded with poison needles.

### SITH PROBE DROID

*Tiny droid, unaligned*

**Armor Class** 11 (armor plating)
**Hit Points** 1 (1d4-1)
**Speed** 5 ft., fly 60 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 3 (-4) | 13 (+1) | 8 (-1) | 2 (-4) | 12 (+1) | 7 (-2) |

**Skills** Perception +3, Stealth +3, Survival +3
**Damage vulnerabilities** ion
**Damage Resistances** necrotic, poison, psychic
**Condition Immunities** poison, disease
**Senses** Darkvision 120 ft., passive Perception 13
**Challenge** 0 (10 XP)

***Circuitry.*** The droid has disadvantage on saving throws against effects that would deal ion or lightning damage.

***Flyby.*** The droid doesn't provoke opportunity attacks when it flies out of an enemy's reach.

***Keen Hearing and Sight.*** The droid has advantage on Wisdom (Perception) checks that rely on hearing or sight.

#### ACTIONS

***Shockprod.*** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. Hit: 1 lightning damage.

#### VARIANT: SITH PROBE DROID ARMAMENTS

The Sith probe droid is designed to be highly configurable. The droid's action can be replaced with one of the following action options, increasing its CR to 1/8.

***Dart Launcher.*** *Ranged Weapon Attack:* +3 to hit, range 15/60 ft., one target. *Hit:* 1 kinetic damage plus 7 (2d6) poison damage. If the poison damage reduces the target to 0 hit points, the target is stable but unconscious for 1 hour.

***Fragmentation Grenades (6/day).*** The droid launches a grenade at point within 30 ft. of it. Any creature within 10 ft. of the point must succeed on DC 12 Dexterity saving throw or take 7 (2d6) kinetic damage, or half as much on a success.

***Stun Blaster.*** *Ranged Weapon Attack:* +3 to hit, range 30/120 ft., one target. *Hit:* 3 (1d4 + 1) energy damage, and the target must make a DC 12 Constitution saving throw. On a failure, the target is stunned for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect with a success.

## VIPER PROBE DROID

The Viper Probe Droid is a deep-space exploration and reconnaissance probe droid produced by Arakyd Industries. The probe droid is equipped with a blaster cannon and a self-destruct mechanism.

The lightly-armored Viper droid measures 1.6 meters in height with six manipulator arms extending from a central pod and several retractable sensor arms for gathering samples. High resolution receivers and sensors cover the domed head—including motion, acoustic, sonic, and seismic sensors, a radiation meter, magnetic imager, and holocamera. It has an atmosphere sensor capable of determining a planet's atmosphere class within one half-hour. It moves on a repulsorlift generator which is equipped to operate over any terrain. One of the arms is high-torque, and the droid is equipped with a floodlight on its head.

Information is relayed back to superiors via a high-frequency HoloNet transceiver. Vipers are delivered to their targets through single-use custom built hyperspace pods. They are commonly deployed along the perimeters of key strategic star systems and hyperlanes to act as automated guardians.

Typically, a Viper probe droid costs 14,500 credits.

***History.*** Many thousands of the Imperial Viper probe droids were manufactured on Mechis III, and were in production when the rogue assassin droid IG-88 took control of the planet's automated factories. IG-88 included a secondary set of programming into the Viper droids to relay any obtained intelligence back to Mechis III, as well as to the Empire. Thus, they simultaneously served as the eyes and ears of the Droid Revolution. The Imperial Intelligence's Analysis Bureau also used them as remote surveillance droids posted largely in the Outer Rim Territories. In conflict zones, probots often worked alongside the Imperial Navy to monitor traffic and provide early warnings of attack. They could also be programmed to engage pursuit mode, whereupon the Viper would track an enemy vessel and report back on its location and destination.

***Variants.*** Arakyd's success with the military model of the Viper yielded the C-Viper probe droid variant designed for planetary law enforcement organizations, the Infiltrator probe droid for sabotage missions, and the Hunter-Killer probot.

### VIPER PROBE DROID

*Large droid, unaligned*

**Armor Class** 14 (armor plating)
**Hit Points** 37 (5d10+10)
**Speed** 5 ft., fly 40 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 11 (+0) | 15 (+2) | 12 (+1) | 17 (+3) | 14 (+2) | 7 (-2) |

**Skills** Investigation +5, Perception +4
**Damage vulnerabilities** ion
**Damage Resistances** necrotic, poison, psychic
**Condition Immunities** poison, disease
**Senses** Darkvision 120 ft., passive Perception 14
**Challenge** 1 (200 XP)

***Circuitry.*** The droid has disadvantage on saving throws against effects that would deal ion or lightning damage.

***Keen Hearing and Sight.*** The probe droid has advantage on Wisdom (Perception) checks that rely on hearing or sight.

#### ACTIONS

***Blaster Cannon.*** *Ranged Weapon Attack:* +4 to hit, range 60/240 ft., one target. Hit: 7 (1d10+2) energy damage.

***Self-Destruct.*** When the probe droid is reduced to half of its hit point maximum, it attempts to self-destruct. Each creature within 20 feet of it must make a DC 13 Dexterity saving throw, taking 6d6 fire damage on a failed save, or half as much on a successful one.

## PROTOCOL DROIDS

Protocol droids are programmed mostly for etiquette, and are often used as translators between sentients or between sentients and computers. They are generally designed to look like the sentients they serve; for example, 3PO-series protocol droids are humanoid.

They possess knowledge about various cultures and customs, both to advise those for whom they were working, and to ensure their own behavior is diplomatic and culturally sensitive.

***History.*** Protocol droids constructed around 4000 BBY (around the time of the Great Sith War and the Jedi Civil War) were frequently engineered with certain behavioral shifts set to occur whenever another design-generation was reached. A number of these droids underwent radical changes with each new generation—for example, when a C7-model droid supplanted the C6 variety. Each numeric "jump" in sequence could have had wide-ranging changes in functionality and temperament during that historical period.

***Programming Units.*** Cybot Galactica, the most famous and successful manufacturer of protocol droids, outfit them with SyntheTech AA-1 VerboBrains to give their droids personalities with emotions and the ability to learn and grow very similar to organic beings. The 3PO unit possesses a TranLang III communications module that can reproduce over six million languages, as well as reproduce any sound it picks up. Linguistic modules are also used to improve their speech functions. Some models, such as the pricey E-3POs, also include the TechSpan I module, making it possible to interface with Imperial networks and undocumented technologies of Imperial subcontractors.

### 3PO DROIDS

The 3PO-series protocol droid is a Human-cyborg relations protocol droid produced by Cybot Galactica. They are equipped with a TranLang III communication module, and as a result are fluent in over 6 million forms of communication. The model series has very similar aesthetic design in its casing to other Cybot Galactica droid model series such as the TC-series, 3PX-series, and 5YQ-series protocol droids.

***0-0-0.*** The Triple-Zero protocol personality matrix is a droid personality matrix that was created centuries before the rise of the Galactic Empire. The matrix is considered incredibly dangerous when placed into its designed droid body: a protocol droid. The matrix, when inserted into a protocol droid, turns it into an assassin droid that specializes in torture.

It was quarantined on Quarantine World III in Kallidahin Space for centuries before it was stolen by the rogue archaeologist Doctor Aphra during the Galactic Civil War.

> *"Hello! I'm Triple-Zero and I'm looking forward immensely to torturing you today."*
> — 0-0-0

### 3PO SERIES PROTOCOL DROID

*Medium droid, unaligned*

**Armor Class** 10 (armor plating)
**Hit Points** 18 (4d8)
**Speed** 25 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 10 (0) | 8 (-1) | 11 (0) | 14 (+2) | 12 (+1) | 11 (0) |

**Skills** Lore +4, Persuasion +2
**Damage Vulnerabilities** ion, lightning
**Damage Resistance** necrotic, poison, psychic
**Condition Immunities** diseased, poisoned
**Senses** darkvision 60 ft., passive Perception 11
**Languages** All registered languages
**Challenge** 0 (10 XP)

#### ACTIONS

***Strike.*** *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 1 kinetic damage.

## 000 SERIES PROTOCOL DROID

*Medium droid, unaligned*

**Armor Class** 11 (armor plating)
**Hit Points** 27 (5d8 + 5)
**Speed** 25 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 10 (0) | 10 (+0) | 12 (+1) | 14 (+2) | 12 (+1) | 14 (+2) |

**Skills** Lore +5, Insight +4, Intimidation +5
**Damage Vulnerabilities** ion
**Damage Resistance** necrotic, poison, psychic
**Condition Immunities** diseased, poisoned
**Senses** darkvision 60 ft., passive Perception 11
**Languages** All registered languages
**Challenge** 2 (450 XP)

***Techcasting.*** The droid is a 5th-level techcaster. Its techcasting ability is Intelligence (tech save DC 13, +5 to hit with tech powers). It has 22 tech points and knows the following tech powers:

At will: *assess the situation, electroshock, venomous strike*

1st-level: *poison dart, spot the weakness, toxin scan, tranquilizer*

2nd-level: *paralyze humanoid, toxin purge, truth serum*

3rd-level: *tactical advantage*

### ACTIONS

***Tortuous Strike.*** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) kinetic damage and, if the target is a creature, the creature is shocked until the end of its next turn.

## LOM DROIDS

The LOM-series protocol droid was manufactured by Industrial Automaton and were designed with insectile features to emulate the species they were created to serve: the sentient Gand. The LOM-series had a flaw that allowed the personality software of a droid to be corrupted. Many LOM-series droids became enforcers in the galaxy's Outer Rim Territories. The most notable, 4-LOM, became a bounty hunter, sometimes seen with the Gand, Zuckuss.

Aside from the insectile face, the LOM protocol droid was very similar to the 3PO-series—indeed, Industrial Automaton made crafty deals with companies such as SyntheTech, to use many components initially used by Cybot Galactica. Thus, the LOM-series possessed an AA-1 VerboBrain and a TranLang III communications module programmed with millions of languages; it even had a similar body frame and plating design. Such blatant use of its trademark hardware caused Cybot Galactica to file a number of lawsuits against its rival company. Though their LOM units sold well in limited release, Industrial Automaton's future plans to monopolize the protocol droid market were dashed.

## LOM SERIES PROTOCOL DROID

*Medium droid, unaligned*

**Armor Class** 12 (armor plating)
**Hit Points** 27 (5d8 + 5)
**Speed** 25 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 10 (0) | 12 (+1) | 12 (+1) | 14 (+2) | 12 (+1) | 9 (-1) |

**Skills** Lore +4, Survival +4
**Damage Vulnerabilities** ion
**Damage Resistance** necrotic, poison, psychic
**Condition Immunities** diseased, poisoned
**Senses** darkvision 60 ft., passive Perception 11
**Languages** All registered languages
**Challenge** 2 (450 XP)

***Legendary Resistance (1/Day).*** If the droid fails a saving throw, he can choose to succeed instead.

### ACTIONS

***Multiattack.*** The droid makes two blaster rifle attacks.

***Blaster Rifle.*** *Ranged Weapon Attack:* +4 to hit, range 100/400 ft., one target. *Hit:* 5 (1d8+1) energy damage.

*"The case is inconclusive, but the processor doesn't appear to be at fault. The subject claims he committed crimes simply 'for love of money.'"*
—Industrial Automaton investigators, after interviewing 4-LOM

## RAKGHOULS

Rakghouls are a living plague–the manifestation of a highly communicable disease capable of swiftly transforming its victims into twisted, degenerate monsters with predatory instincts. The rakghoul virus can infect hundreds of known species and is most often delivered through a rakghoul's bite; a person attacked by a rakghoul and “lucky” enough to survive typically becomes a rakghoul him- or herself. Some victims resist the virus for days, succumbing to rakghoul instincts while retaining their original bodies.

***Behavior.*** Hideous and possessing an appetite for flesh, Rakghouls are non-sentient, and are most commonly simple and animalistic in behavior. These feral rakghouls, known also as "lower rakghouls", are slaves to their instincts and especially their hunger, often traveling in packs numbering between four and eight, and attacking anything that looks or smells like potential food. Though they hold to no form of heirarchy, certain rakghouls, known to some as "rakghoul fiends", exhibit a manner of influence over their "lower" rakghoul brethren. Hardy and vicious, these rakghouls are generally believed to somehow maintain bits of their former intelligence, and direct other rakghouls to trap and ambush prey; it is even rumored that these rakghouls can use weapons.

***Muur Talisman.*** Rakghouls are a product of the Sith alchemy performed by the ancient Sith Lord, Karness Muur. When he forged the talisman in which he would later invest his mind and will, Muur imbued the amulet with the power to almost instantaneously transform nearby sentients into rakghouls that he could command and control. When a being possesses the Muur Talisman, they are able to enslave the rakghouls to their will, and command them as an army with the potential for nearly infinite expansion. Under the talisman's effects, rakghouls become more demure, and are able to call upon the knowledge and skills they had possessed in their former lives. Unfortunately, though, their former personalities can not be restored, as all that remains in the rakghouls is an imprint of who they had once been.

***The Plague.*** The talisman's powers did not work on all: Force-users and certain non-Human species are immune to the talisman's effects. To rectify this, Muur engineered the "rakghoul plague", a virus-like disease which is spread from a rakghoul's bite or scratch. Individuals infected with this disease later transform into rakghouls themselves; incubation periods varied, though the infection's manifestation was generally a rapid and painful experience, becoming a rakghoul within a timeframe of six to forty-eight hours. The body becomes twisted, skin pigmentation drains and the victim attains a whitened corpse-like state. Victims also bleed from pores in the skin, and from orifices such as the eyes. In the years following the Mandalorian Wars, the Sith Empire born of Darths Revan and Malak possessed a curative serum that could save an individual infected with the plague, and the Jedi Cade Skywalker could cure an infected individual with his unique healing ability, but once a victim fully transformed into a rakghoul, the only means of salvation lay in death.

### RAKGHOUL

*Medium aberration, unaligned*

**Armor Class** 12 (natural armor)
**Hit Points** 27 (5d8+5)
**Speed** 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 14 (+2) | 15 (+2) | 12 (+1) | 4 (-3) | 10 (+0) | 6 (-2) |

**Skills** Perception +2
**Senses** passive Perception 12
**Languages** —
**Challenge** 1 (200 XP)

***Rakghoul Plague.*** Creatures that come in contact with the rakghoul may become afflicted with rakghoul plague, a virulent disease that transforms the creature into a rakghoul over the next 24 (7d6) hours. The plague is only effective against humanoids.

***Savage Leap.*** If the rakghoul moves at least 20 feet toward a creature and then hits it with a claw attack on the same turn, the target must succeed on a DC 12 Strength saving throw or be knocked prone. If the target is prone, the rakghoul can make one bite attack against it as a bonus action.

#### ACTIONS

***Bite.*** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit* 9 (2d6+2) Kinetic damage. If the target is a humanoid creature, it must succeed on a DC 12 Constitution saving throw or become infected with the Rakghoul Plague.

***Claws.*** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4+2) Kinetic damage. If the target is a humanoid creature, it must succeed on a DC 12 Constitution saving throw or become infected with the Rakghoul Plague.

## RAKGHOUL, HULKING

*Large aberration, unaligned*

**Armor Class** 15 (natural armor)
**Hit Points** 120 (16d10+16)
**Speed** 40 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 17 (+3) | 19 (+4) | 14 (+2) | 4 (-3) | 10 (+0) | 6 (-2) |

**Skills** Athletics +6, Perception +3
**Senses** passive Perception 12
**Languages** —
**Challenge** 5 (1,800 XP)

***Rakghoul Plague.*** Creatures that come in contact with the rakghoul may become afflicted with rakghoul plague, a virulent disease that transforms the creature into a rakghoul over the next 24 (7d6) hours. The plague is only effective against humanoids.

***Savage Leap.*** If the rakghoul moves at least 20 feet toward a creature and then hits it with a claw attack on the same turn, the target must succeed on a DC 13 Strength saving throw or be knocked prone. If the target is prone, the rakghoul can make one bite attack against it as a bonus action.

### ACTIONS

***Multiattack.*** The rakghoul makes two claw attacks.

***Bite.*** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit* 12 (2d8+3) Kinetic damage. If the target is a humanoid creature, it must succeed on a DC 13 Constitution saving throw or become infected with the Rakghoul Plague.

***Claws.*** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 10 (2d6+3) Kinetic damage. If the target is a humanoid creature, it must succeed on a DC 13 Constitution saving throw or become infected with the Rakghoul Plague.

# RANCOR

Rancors are large carnivorous reptomammals native to the planet of Dathomir. They are commonly kept as pets by affluent, less-than-reputable types.

## RANCOR, ADULT

*Huge beast, unaligned*

**Armor Class** 15 (natural armor)
**Hit Points** 250 (20d12+120)
**Speed** 40 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 23 (+6) | 11 (+0) | 23 (+6) | 6 (-2) | 11 (+0) | 6 (-2) |

**Saving Throws** Str +10, Dex +4, Con +10, Wis +4
**Senses** darkvision 120 ft., passive Perception 14
**Languages** —
**Challenge** 12 (8,400 XP)

***Siege Monster.*** The rancor deals double damage to objects and structures.

### ACTIONS

***Multiattack.*** The rancor makes three attacks: two with its claws, and one with its bite. It can use its swallow instead of its bite.

***Claw.*** *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit* 15 (2d8+6) kinetic damage.

***Bite.*** *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit* 19 (2d12+6) kinetic damage. If the target is a creature, it is grappled (escape DC 15). Until this grapple ends, the target is restrained, and the rancor can't bite another target.

***Throw Boulder.*** *Ranged Weapon Attack:* +10 to hit, reach 60/240 ft., one target. *Hit* 25 (3d12+6) kinetic damage.

***Swallow.*** The rancor makes one bite attack against a Medium or smaller creature it is grappling. If the attack hits, the target takes the bite's damage, the target is swallowed, and the grapple ends. While swallowed, the creature is blinded and restrained, it has total cover against attacks and other effects outside the rancor, and it takes 21 (6d6) acid damage at the start of each of the rancor's turns.

If the rancor takes 25 damage or more on a single turn from a creature inside it, the Rancor must succeed on a DC 20 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the Rancor. If the Rancor dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 10 feet of movement, exiting prone.

## RANCOR, JUVENILE

*Medium beast, unaligned*

**Armor Class** 13 (natural armor)
**Hit Points** 75 (10d8+30)
**Speed** 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 18 (+5) | 11 (+0) | 16 (+5) | 4 (-3) | 9 (-1) | 6 (-2) |

**Senses** darkvision 120 ft., passive Perception 9
**Languages** —
**Challenge** 2 (450 XP)

### ACTIONS

***Multiattack.*** The rancor makes two attacks: one with its claws, and one with its bite.

***Claw.*** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit* 7 (1d6+4) kinetic damage.

***Bite.*** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit* 9 (1d10+4) kinetic damage.

## RANCOR, ADOLESCENT

*Large beast, unaligned*

**Armor Class** 14 (natural armor)
**Hit Points** 157 (15d10+75)
**Speed** 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 20 (+5) | 11 (+0) | 21 (+5) | 4 (-3) | 9 (-1) | 6 (-2) |

**Senses** darkvision 120 ft., passive Perception 9
**Languages** —
**Challenge** 8 (3,900 XP)

***Siege Monster*** The rancor deals double damage to objects and structures.

### ACTIONS

***Multiattack.*** The rancor makes three attacks: two with its claws, and one with its bite.

***Claw.*** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit* 12 (2d6+5) kinetic damage.

***Bite.*** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit* 16 (2d10+5) kinetic damage.

***Throw Boulder.*** *Ranged Weapon Attack:* +8 to hit, reach 60/240 ft., one target. *Hit* 21 (3d10 + 5) kinetic damage.

## RANCOR, ANCIENT

*Huge beast, unaligned*

**Armor Class** 17 (natural armor)
**Hit Points** 432 (32d12+224)
**Speed** 40 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 25 (+7) | 11 (+0) | 25 (+7) | 7 (-2) | 11 (+0) | 6 (-2) |

**Saving Throws** Str +13, Dex +6, Con +13, Wis +6
**Skills** Athletics +13
**Damage Resistances** energy, ion, and kinetic fron unenhanced weapons
**Senses** darkvision 120 ft., passive Perception 16
**Languages** —
**Challenge** 19 (22,000 XP)

***Siege Monster.*** The Rancor deals double damage to objects and structures.

***Legendary Resistance (3/day).*** If the Rancor fails a saving throw, it can choose to succeed instead.

### ACTIONS

***Multiattack.*** The Rancor can use its Frightful Roar. It then makes three attacks: two with its claws, and one with its bite. It can use its swallow instead of its bite.

***Claw.*** *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit* 20 (3d8 + 7) Kinetic damage.

***Bite.*** *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit* 27 (3d12 + 7) Kinetic damage. If the target is a creature, it is grappled (escape DC 17). Until this grapple ends, the target is restrained, and the rancor can't bite another target.

***Throw Boulder.*** *Ranged Weapon Attack:* +13 to hit, reach 60/240 ft., one target. *Hit* 33 (4d12 + 7) Kinetic damage.

***Frightful Roar.*** Each creature of the rancor's choice within 90 feet of it must succeed a DC 17 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, with disadvantage if the Rancor is within line of sight, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the rancor's Frightful Roar for the next 24 hours.

***Swallow.*** The Rancor makes one bite attack against a Medium or smaller creature it is grappling. If the attack hits, the target takes the bite's damage, the target is swallowed, and the grapple ends. While swallowed, the creature is blinded and restrained, it has total cover against attacks and other effects outside the Rancor, and it takes 35 (10d6) acid damage at the start of each of the Rancor's turns.

If the Rancor takes 35 damage or more on a single turn from a creature inside it, the Rancor must suceed on a DC 23 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the Rancor. If the Rancor dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 10 feet of movement, exiting prone.

### LEGENDARY ACTIONS

The rancor can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The Rancor regains spent legendary actions at the start of its turn.

**Attack.** The Rancor makes one claw attack.

**Throw (Costs 2 Actions).** The Rancor uses its throw boulder

**Chomp (Costs 2 Actions).** The Rancor makes one bite attack or uses its swallow.

## RATHTARS

Rathtars were large, carnivorous cephalopods that were native to the planet Twon Ketee. Regarded as one of the most dangerous beasts in the galaxy, rathtars were known for hunting in packs, and their subspecies, the dwarf rathtar were involved in an incident known as the Trillia Massacre.

***Biology.*** Although the study of rathtars was rare due to the danger posed by the beasts, it was believed that they shared common ancestry with other tentacled species such as the sarlaccs, the blixii, and the vixus of Umbara. Rathtars reproduced by fission, leading to rapidly increasing numbers if the species' population was not controlled.

***Hunting.*** Rathtars appeared physiologically primitive, endowed with only rudimentary senses and possessing small brains. Despite the appearance of a mindless eating machine, rathtars proved effective at working together, and displayed affinity for pack hunting. Individual rathtars appeared to become smarter when in proximity to others of its species, and rathtar packs utilized howls, at a frequency beyond humanoid hearing, to communicate among one another. They also vocalized deafening roars when attacking and devouring prey, and let out horrifying shrieks of fury when in pain. If in danger from a rathtar, one's best hope was to hide, as the creatures were largely blind.

***Feeding.*** Lacking a true skeleton, a rathtar had an enormous, round, slug-like body covered in light-reactive sensing orbs. They possessed multiple long, tentacle-like appendages; their principle feeding tentacles whipped out to capture and devour prey, which typically consisted of anything they perceived as non-rathtar. The creatures were ravenous and persistent eaters, capable of consuming virtually anything that they could fit into their robust, radial mouths, which were funnel-shaped and lined with rows of razor sharp teeth. Their throat distended outward into a hollow tongue, useful for swallowing struggling prey. The bilious creatures typically tore their meals apart piece by piece.

***Movement.*** Capable of locomotion, rathtars curled their ambulatory tentacles inward to form a ball and roll themselves forward in a whirl of whipping tentacles. They moved deceptively fast for their size, and had adhesive pads on their pointed tentacle tips—known as a club—which helped them attach to surfaces.

***Tentacles and Tougness.*** Their tentacles had enormous strength, and were of a muscular hydrostat form. Their fleshy bodies were covered in a hard, rubbery exterior, giving the rathtars a heavy resistance to blaster bolts, small-arms fire, and even biting attacks.

*"What's a rathtar?"*

*"You want the scientific description? They're big and dangerous and ugly."*

—Rey and Han Solo

## DWARF RATHTAR

*Large beast, unaligned*

**Armor Class** 15 (natural armor)
**Hit Points** 114 (12d10 + 48)
**Speed** 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 18 (+4) | 10 (0) | 19 (+4) | 6 (-2) | 12 (+1) | 6 (-2) |

**Saving Throws** Con +7
**Skills** Stealth +6
**Damage Resistance** poison
**Condition Immunities** poisoned, prone
**Senses** blindsight 60 ft., passive Perception 11
**Languages** —
**Challenge** 5 (1,800 XP)

***Spider Climb.*** The rathtar can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

***Grasping Arms.*** The rathtar can have up to eight arms at a time. Each arm can be attacked (AC 20; 10 hit points; immunity to poison and psychic damage). Destroying an arm deals no damage to the rathtar, which can extrude a replacement arm on its next turn. An arm can also be broken if a creature takes an action and succeeds on a DC 15 Strength check against it.

### ACTIONS

***Multiattack.*** The rathtar makes four flailing arm attacks, uses Reel, and makes one attack with its bite.

***Flailing Arms.*** *Melee Weapon Attack:* +7 to hit, reach 15 ft., one target. *Hit:* 6 (1d4 + 4) kinetic damage, and the target is grappled (escape DC 15) if it is Medium or smaller. Until the grapple ends, the rathar can't use this arm on another target. The rathtar has eight arms and can have up to four creatures grappled at a time.

***Bite.*** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) kinetic damage.

***Reel.*** The rathtar pulls each creature grapples by it up to 15 feet straight toward it.

## RATHTAR

*Large beast, unaligned*

**Armor Class** 16 (natural armor)
**Hit Points** 153 (18d10 + 54)
**Speed** 40 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 20 (+5) | 10 (0) | 17 (+3) | 4 (-3) | 13 (+1) | 5 (-3) |

**Saving Throws** Con +7
**Skills** Stealth +4
**Damage Resistance** poison; energy, ion, and kinetic from unenhanced weapons
**Condition Immunities** poisoned, prone
**Senses** blindsight 60 ft., passive Perception 15
**Languages** —
**Challenge** 9 (5,000 XP)

***Unhindered Movement.*** The rathar's movement speed is not reduced while moving with a grappled creature.

### ACTIONS

***Multiattack.*** The rathtar can use its Consume and then make four flailing arm attacks. Alternatively, the rathtar can make four attacks: two with its grasping tentacles and then two with its bite.

***Bite.*** *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) kinetic damage, and the target is swallowed if it is a Medium or smaller creature. A swallowed creature is blinded and restrained, has total cover against attacks other effects outside the rathtar, and takes 14 (4d6) acid damage at the start of each of the rathtar's turns.

The rathtar's gullet can hold only one Large creature or up to two Medium or smaller creatures inside it at a time. If the rathtar takes 20 damage or more on a single turn from a creature inside it, the rathtar must succeed on a DC 18 Constitution saving throw at the end of that turn or regurgitate the swallowed creatures, which fall prone in a space within 10 feet of the rathtar. If the rathtar dies, the swallowed creatures are no longer restrained by it and can escape from the corpse using 5 feet of movement, exiting prone.

***Flailing Arms.*** *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 8 (1d6 + 5) kinetic damage, and the target is grappled (escape DC 16) if it is Medium or smaller. Until the grapple ends, the rathar can't use this arm on another target. The rathtar has ten arms and can have up to four creatures grappled at a time.

***Consume.*** The rathtar moves up to its speed. While doing so, it can enter Large or smaller creatures' spaces. The first time the rathar enters a creature's space, the rathtar can make bite attack against that creature. If the attack misses, the creature is pushed 5 feet back or to the side of the rathtar, takes 9 (2d8) kinetic damage, and is knocked prone.

***Grasping Tentacles.*** *Melee Weapon Attack:* +9 to hit, reach 15 ft., one target. *Hit:* 12 (2d6 + 5) kinetic damage. If the target is a Medium or smaller creature, it must also make a DC 17 Strength saving throw. On a failed save, the target is pulled into an unoccupied space within 5 feet of the rathtar. The rathtar has two grasping tentacles.

## REEK

Reeks are large, muscular quadrupeds native to the planet Ylesia. Though naturally herbivores, a starved reek can become a ravenous meat-eater. They sport two large cheek horns that can be used for head-locking in combat with another Reek as a sign of dominance.

### REEK, ADOLESCENT

*Large beast, unaligned*

**Armor Class** 12 (natural armor)
**Hit Points** 45 (6d10+12)
**Speed** 50 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 21 (+5) | 8 (-1) | 15 (+2) | 2 (-4) | 12 (+1) | 6 (-2) |

**Senses** passive Perception 11
**Languages** —
**Challenge** 2 (450 XP)

***Charge.*** If the reek moves at least 20 feet straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 9 (2d8) kinetic damage. If the target is a Large or smaller, it must succeed on a DC 15 Strength saving throw or be knocked prone.

#### ACTIONS

***Gore.*** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 14 (2d8+5) kinetic damage.

### REEK, ADULT

*Huge beast, unaligned*

**Armor Class** 13 (natural armor)
**Hit Points** 114 (12d12+36)
**Speed** 50 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 23 (+6) | 8 (-1) | 17 (+3) | 2 (-4) | 12 (+1) | 6 (-2) |

**Senses** passive Perception 11
**Languages** —
**Challenge** 7 (2,900 XP)

***Charge.*** If the reek moves at least 20 feet straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 18 (4d8) kinetic damage. If the target is a Huge or smaller, it must succeed on a DC 15 Strength saving throw or be knocked prone.

#### ACTIONS

***Gore.*** *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 24 (4d8+6) kinetic damage.

## REPAIR DROIDS

Repair droids (also known as maintenance droids and utility robots) are droids designed to perform repair and general maintenance tasks. Models of repair droids include the WED Treadwell repair droid, the MSE-6 series repair droid, and the DUM-series pit droid.

### T3-SERIES UTILITY DROID

The T3-series utility droid was a Utility droid produced by Duwani Mechanical Products at some point prior to the Great Droid Revolution. They remained popular for years to come and were still the most recent of a long line of physically identical models as of 3956 BBY. Earlier models in the same series included the 3C, IT, and T1 models. Designed to function as a maintenance droid for a variety of mechanical and electronic systems, the T3 was internally more advanced than its predecessors.

The T3 droid was originally designed for repair and general maintenance duties and worked at its optimum level aboard starships. As with other utility droids of the era, the T3 unit had four wheeled legs, of which the front two were attached to the droid's blocky chassis by rotating joints, allowing the droid to slide backwards and forwards to adjust the unit's height. The T3's roughly toroidal head featured a large main photoreceptor and two secondary ones, a broadcast antenna and vocabulator that allowed the droid to communicate in Droidspeak. Without periodic memory wipes, these models developed personality and behavioral traits. It was even known for some units to form gangs, making a living as thieves. Others sold their computer-slicing skills to criminals.

The sophisticated mechanical and computer training software loaded into the T3 utility droid allowed it to function in the capacity of an engineer or even a copilot aboard a starship, making it a favored purchase for traders and smugglers alike. One common modification was the addition of a starfighter interface package, allowing the droid to plug directly into a specialized slot on a starfighter, granting starfighter pilots the same benefit that transport pilots have come to expect from the T3.

Some custom T3 droids also had weapon mounts able to fit a number of readily available blaster pistols mounted in the droid.

### T3-SERIES UTILITY DROID

*Small droid, unaligned*

**Armor Class** 10
**Hit Points** 9 (2d8)
**Speed** 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 10 (+0) | 10 (+0) | 10 (+0) | 14 (+2) | 10 (+0) | 10 (+0) |

**Skills** Piloting +4, Technology +4
**Senses** passive Perception 10
**Damage vulnerabilities** ion
**Damage Resistances** necrotic, poison, psychic
**Condition Immunities** poison, disease
**Languages** Binary, Galactic Basic
**Challenge** 1/8 (25 XP)

***Circuitry.*** The droid has disadvantage on saving throws against effects that would deal ion or lightning damage.

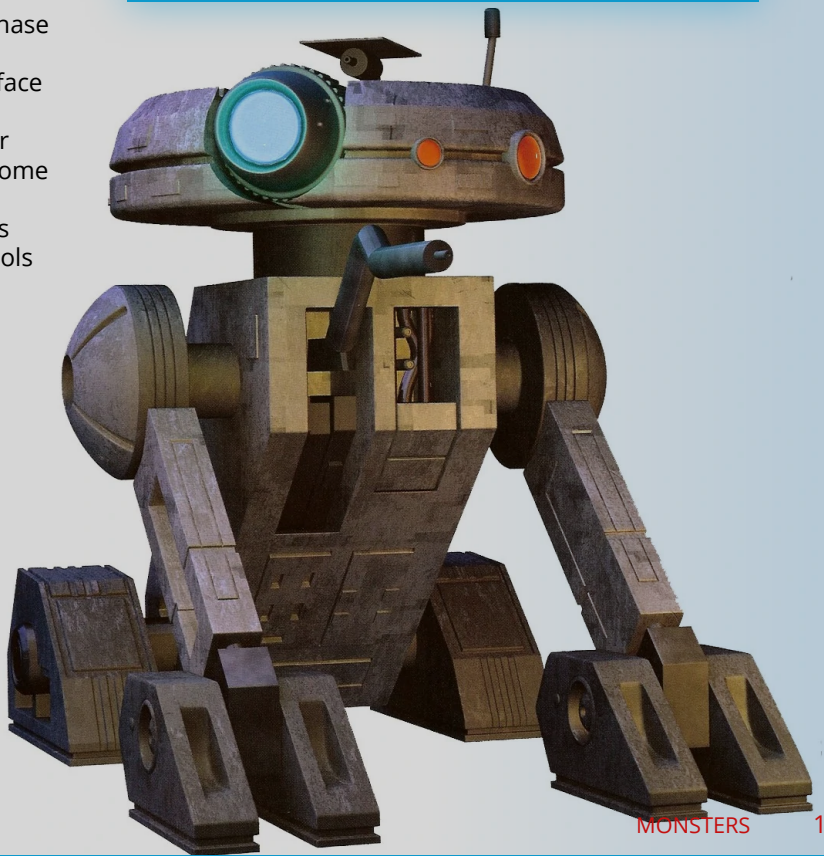
***Techcasting.*** The technician droid is a 2nd-level techcaster. Its techcasting ability is Intelligence (spell save DC 12, +4 to hit with tech attacks). It has 10 tech points and knows the following tech powers:

At-will: *electroshock, encrypted message, mending, on/off*

1st level: *decryption program, energy shield, holographic disguise, repair droid, tracer bolt*

#### ACTIONS

***Hold-Out.*** *Ranged Weapon Attack:* +2 to hit, range 30/120 ft., one target. *Hit:* 2 (1d4) energy damage.



## RONTO

Ronto are large, quadruped mammals that are commonly used as beasts of burden by the Jawas of Tatooine. They are known for their loyalty and strength, being able to carry hundreds of kilograms of weight. Like the native dewbacks of Tatooine, ronto are easy to train and become quite fond of their masters, whose faces they associat with food. They are large enough to frighten off Tusken Raiders, though they are easily spooked by machines, such as speeder bikes.

### RONTO

*Huge beast, unaligned*

**Armor Class** 12 (natural armor)
**Hit Points** 76 (8d12+24)
**Speed** 40 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 22 (+6) | 9 (-1) | 17 (+3) | 3 (-4) | 11 (0) | 6 (-2) |

**Senses** darkvision 30 ft., passive perception 10
**Challenge** 4 (10 XP)

***Trampling Charge.*** If the Ronto moves at least 20 ft. straight toward a creature and then hits it with a Ram attack on the same turn, that target must succeed on a DC 12 Strength saving throw or be knocked prone. If the target is prone, the Ronto can make one stomp attack against it as a bonus action.

#### ACTIONS

***Slam.*** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 19 (3d8 + 6) kinetic damage.

***Stomp.*** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one prone creature. *Hit:* 22 (3d10 + 6) kinetic damage.

## SANDO AQUA MONSTER

Sando aqua monsters are enormous, muscular predators that could be found in the oceans and lakes of Naboo.

*Biology and Appearance.* Despite measuring between 160 and 200 meters in length, the sando aqua monsters manage to hide in their native oceanic depths. Sandos have heavily muscled bodies that look almost feline, with strong limbs ending in finned claws that propell them through the depths.

Their huge mouths allow them to swallow most other creatures of the Abyss in a single gulp. Using their razor-sharp teeth, they are also the only predators capable of biting through the hard shells of the opee sea killers.

Being mammalian, females nursed their young for about a year. Females bore only one pup per birth.

Their life-spans typically reach one hundred standard years.

*Behavior.* The sando aqua monsters were carnivores. In order to maintain their gigantic bodies, those voracious creatures needed to feed constantly, and they often devoured entire schools of fish. There have even been reports of sando monsters surfacing in swamp lakes and attacking falumpaset and fambaa herds, and unsubstantiated reports of them sunning themselves on sandbars.

## SANDO AQUA MONSTER

*Gargantuan beast, unaligned*

**Armor Class** 23 (natural armor)
**Hit Points** 546 (28d20 + 252)
**Speed** 20 ft., swim 50 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 30 (+10) | 21 (+5) | 28 (+9) | 8 (-1) | 18 (+4) | 18 (+4) |

**Saving Throws** Str +18, Dex +10, Con +17, Int +7, Wis +12
**Skills** Stealth +10, Insight +12, Perception +12, Intimidation +12
**Damage Immunities** cold, lightning; kinetic, ion, and energy from unenhanced weapon attacks
**Condition Immunities** frightened, paralyzed, restrained
**Senses** blindsight (while submerged) 120 ft., darkvision 120 ft., passive Perception 22
**Languages** —
**Challenge** 25 (75,000 XP)

***Amphibious.*** The monster can breathe air and water.

***Freedom of Movement.*** The monster ignores difficult terrain, and effects can't reduce its speed. It can spend 5 feet of movement to escape from being grappled.

***Legendary Resistance (3/Day).*** If the monster fails a saving throw, it can choose to succeed instead

***Gargantan Strength.*** The monster's weapon attacks are considered enhanced.

***Siege Monster.*** The monster does double damage on objects and structures.

### ACTIONS

***Multiattack.*** The monster uses its Frightful Presence. It then makes three attacks: one with its bite and two with its claws. It can use its Swallow instead of its bite.

***Bite.*** *Melee Weapon Attack:* +17 to hit, reach 15 ft., one target. *Hit:* 21 (2d10 + 10) piercing damage. If the target is a creature it is grappled (escape DC 20). Until the grapple ends, the target is restrained, and the monster can't bite another target.

***Claw.*** *Melee Weapon Attack:* +17 to hit, reach 15 ft., one target. *Hit:* 17 (2d6 + 10) slashing damage.

***Tail.*** *Melee Weapon Attack:* +17 to hit, reach 15 ft., one target. *Hit:* 19 (2d8 + 10) bludgeoning damage.

***Frightful Presence.*** Each creature of the monster's choice within 120 feet of the monster and aware of it must succeed on a DC 20 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each turn, ending the effect on itself on a success. If a creature's saving throw is successful or the effects ends for it, the creature is immune to the monster's Frightful Presence for 24 hours.

***Water Torrent (Recharge 5-6).*** the monster exhales a torrent of water in a 120 foot cone. Each creature in the area must make a DC 24 Dexterity saving throw, taking 42 (12d6) kinetic damage and 42 (12d6) cold damage on a failed save, or half as much on a successful one.

***Swallow.*** The monster makes one bite attack against a Large or smaller creature it is grappling. If the attack hits, the target takes the bite's damage, the target is swallowed, and the grapple ends. While swallowed, the creature is blinded and restrained, it has total cover against attacks and other effects outside the monster, and it takes 42 (12d6) acid damage at the start of each of the monster's turns.

If the monster takes 50 damage or more on a single turn from a creature inside it, the monster must succeed on a DC 25 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the monster. If the monster dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 30 feet of movement, exiting prone.

### LEGENDARY ACTIONS

The monster can take 3 legendary actions, choosing form the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The monster regains spent legendary actions at the start of its turn.

***Detect.*** The monster makes a Wisdom (Perception) check.

***Tail Attack.*** The monster makes a tail attack.

***Whirlpool (Costs 2 Actions).*** The monster creates a whirlpool in the water at a point within 30 ft. that it can see. The whirlwind is a 10-foot-radius, 30-foot-deep cylinder centered on that point. On subsequent turns, the monster can use the Whirlpool legendary action to maintain and move the whirlpool up to 30 feet in any direction along the surface of the water. The whirlpool sucks up any medium or smaller objects that aren't secured to anything and that aren't worn or carried by anyone.

A creature must make a DC 21 Dexterity saving throw the first time on a turn that it enters the whirlpool or that the whirlpool enters its space, including when the whirlpool first appears. A creature takes 6d8 kinetic damage on a failed save, or half as much damage on a successful one. In addition, a Large or smaller creature that fails the save must succeed on a DC 21 Strength saving throw or become restrained in the whirlpool until the power ends. When a creature starts its turn restrained by the whirlpool, the creature is pulled 5 feet deeper inside it, unless the creature is at the bottom. A restrained creature moves with the whirlpool and is submerged when the effect ends, unless the creature has some means to stay afloat.

A restrained creature can use an action to make a DC 21 Strength or Dexterity check. If successful, the creature is no longer restrained by the whirlpool and is hurled 3d6x10 feet away from it in a random direction.

The whirlpool ends at the beginning of the monster's turn unless the monster used the Whirlpool legendary action to maintain the whirlpool.

# SARLACC

The sarlacc is a large, immobile, omnivorous invertebrate with long tentacles that rim its mouth. There is some debate among xenobiologists as to whether the creature is a plant or animal, though most find the creature far too dangerous to merit an extended study of the question.

***Biology.*** They reproduce by spores, known as "sarlacci," that travel through space until they find another suitable planet to inhabit. After implanting itself into the ground, the sarlacci grow downward like a plant, forming a pit. The mouth and tentacles are the most visible parts of the sarlacc. The rest of the sarlacc's massive anatomical features are buried up to one hundred meters deep in the ground. This guarantees protection of the sarlacc's vital organs and makes it invulnerable to most forms of serious damage. The sarlacc's mouth is the only part of the body visible, usually. Most of its body is covered in rigid plates. It has eight appendages beneath the ground used for stability or for reburial if the sarlacc becomes partially exposed. The body of the sarlacc ends in three roots used for moisture absorption.These appendiges and roots are also used to sense the vibrations from nearby creatures. The sarlacc lacks eyes and ears, instead relying on the sensors in its roots to "see" its prey.

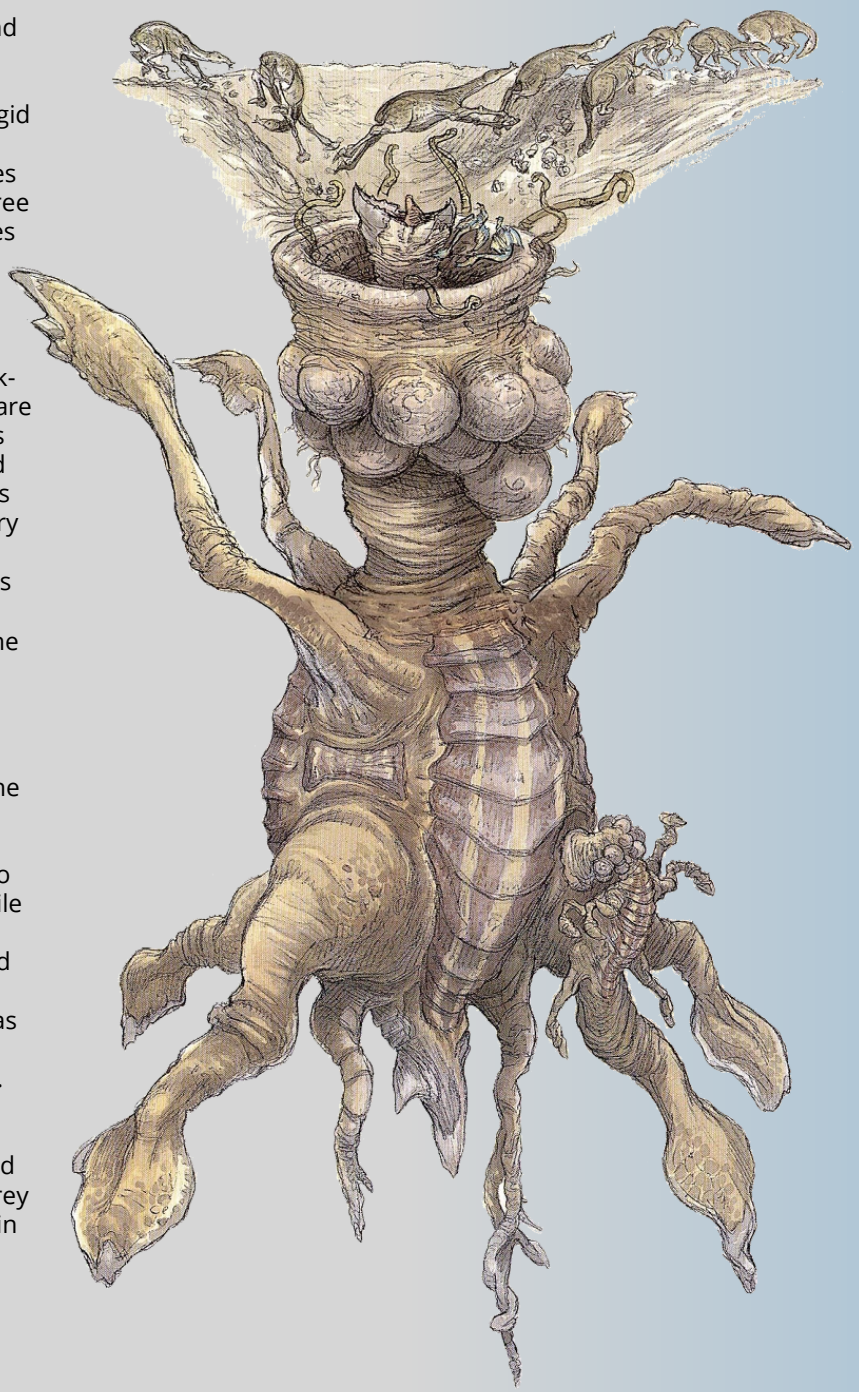
***Feeding.*** The teeth of the sarlacc surround its beak-like tongue and plant-like tentacles in tiers. Its teeth are also slightly slanted inward ensuring its prey remains trapped. Despite their size, the sarlacc does not need to eat much or often. While its lightning-fast tentacles are used to snatch up its prey, they are not its primary means of capturing a meal. The sarlacc discharges odors and scents that lure herbivores and scavengers close enough for it to use its tentacles.

***Digestion.*** After being swallowed by the tongue, the victim makes its way into the sarlacc's stomach to be digested, being kept alive and slowly digested for a millennium. A strong network of vessels inside the stomach punctures the victim's skin and muscles before injecting neurotoxins into them, preventing the victims from escaping and ensuring that they remain immersed in the acidic fluids in the stomach, and attached to the walls of the stomach. The vessels also provide victims with nutrients to keep them alive while they are digested in agony.

A number of smaller, secondary stomachs are used to store victims for later consumption at times when the sarlacc needs larger amounts of nutrients, such as when it needs to grow, breed, or strengthen its tentacles and beak for catching stronger, larger prey. The secondary stomachs also function as a space to store victims when the main stomach runs out of room. The acidic fluids in the stomachs are composed of weak chemicals that take much longer to digest prey than acids in the stomach of other creatures. The pain endured by its victims in this process was reputed to be unimaginable. It is theorized that sarlaccs may be telepathic and may gain consciousness from the creatures they eat by assimilating their thoughts and memories during digestion.

***Notable Examples.*** One of the known specimens of the species resides in the Great Pit of Carkoon, beneath the sands of the Dune Sea on the remote planet of Tatooine. Most sarlacci preferred damp environments, but they could live nearly anywhere including the desert sands of Tatooine.

The largest known sarlacc in galactic history resides on the planet Felucia within the Ancient Abyss. It possessed massive tendrils and teeth that spread out over an area of the Abyss that was kilometers across.



## SARLACC, ADULT

*Gargantuan plant, unaligned*

**Armor Class** 18 (natural armor)
**Hit Points** 464 (32d12 + 256)
**Speed** 0 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 27 (+8) | 11 (+0) | 27 (+8) | 3 (-4) | 11 (+0) | 6 (-2) |

**Saving Throws** Str +14, Dex +6, Con +14, Wis +6
**Skills** Stealth +6, perception +6
**Damage Resistances** sonic; energy, ion, and kinetic from unenhanced weapons
**Condition Immunities** exhaustion, frightened, grappled, paralyzed, petrified, prone
**Senses** tremorsense 300 ft., passive Perception 16
**Languages** —
**Challenge** 21 (22,000 XP)

***Legendary Resistance (3/day).*** If the Sarlacc fails a saving throw, it can choose to succeed instead.

***Gargantuan Strength.*** The sarlacc's weapon attacks are considered enhanced.

***Burried.*** The sarlacc is resistant to damage from sources beyond 60 feet and immune to damage from sources beyond 120 feet.

***Grasping Tentacles.*** The sarlacc can have up to eight tentacles at a time. Each tentacle can be attacked (AC 18; 40 hit points; immunity to psychic damage). A tentacle can also be broken if a creature takes an action and succeeds on a DC 22 Strength check against it. Destroying a tentacle in either way deals no damage to the sarlacc, which can extrude a replacement tentacle on its next turn, but it causes the sarlacc to spend a legendary action for no effect. If the sarlacc has no legendary actions remaining this turn to spend, the sarlacc regains one fewer spent legendary actions at the start of its next turn than it would otherwise regain. The sarlacc can be forced to spend no more than two legendary actions in this way.

### ACTIONS

***Multiattack.*** The sarlacc makes three tentacle attacks, each of which it can replace with one use of Bite.

***Tentacle.*** *Melee Weapon Attack:* +14 to hit, reach 60 ft., one target. Hit: 26 (4d8 + 8) kinetic damage. The target is grappled (escape DC 16). Until this grapple ends, the target is restrained. The sarlacc has eight tentacles, each of which can grapple one target.

***Bite.*** *Melee Weapon Attack:* +14 to hit, reach 5 ft., one target. *Hit* 30 (4d10 + 8) Kinetic damage. If the target is a creature, it is grappled (escape DC 16). Until this grapple ends, the target is restrained, and the sarlacc can't bite another target.

***Swallow.*** The sarlacc makes one bite attack against a Large or smaller creature it is grappling. If the attack hits, the target takes the bite's damage, the target is swallowed, and the grapple ends. While swallowed, the creature is blinded and restrained, it has total cover against attacks and other effects outside the sarlacc, and it takes 35 (10d6) psychic damage at the start of each of the sarlacc's turns. A creature reduced to zero hit points this way stops taking the psychic damage and becomes stable.

If the sarlacc takes 40 damage or more on a single turn from a creature inside it, the sarlacc must succeed on a DC 23 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the sarlacc. If the sarlacc dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 10 feet of movement, exiting prone.

***Pheromones (Recharge 5-6).*** The sarlacc releases pheromones in a 300 ft. radius. Each creature in that area must make a DC 22 Constitution saving throw. On a failed save the creature is charmed by the sarlacc for 1 minute. While charmed this way, the target tries to get as close to the sarlacc as possible, using its actions to Dash until it is within 5 feet of the sarlacc. A charmed target can repeat the saving throw at the end of each of its turns and whenever it takes damage, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature has advantage on saving throws against the sarlacc's Pheromones for 24 hours.

### LEGENDARY ACTIONS

The sarlacc can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The sarlacc regains spent legendary actions at the start of its turn.

***Earth-Shaking Movement.*** The sarlacc sends a shockwave through the ground in a 120-foot-radius circle centered on itself. That area becomes difficult terrain for 1 round. Each creature on the ground in the area must succeed on a DC 22 Constitution saving throw. A creature takes 41 (6d10 + 8) sonic damage and is knocked prone on a failed save, or half as much damage and is not knocked prone on a successful one. A creature that fails the save by 5 or more is pulled 15 feet downwards and towards the sarlacc.

***Reel.*** The sarlacc pulls each creature grappled by it up to 30 feet straight towards it.

***Tentacle.*** The sarlacc makes one tentacle attack.

***Chomp (Costs 2 Actions).*** The sarlacc makes one bite attack or uses its swallow.

## SCRANGE

The scrange was a large tusk-tailed, reptilian apex predator of Dagobah, attacking its prey with a great ferocity. Scranges were beaked and had many bioluminescent patches on their body, arranged in a ridge along its spine. When prey got close, attracted by the lights, the scrange would lift out of the mud on its six crustacean-like hind legs to make a quick attack or it would use its four tail tusks to impale its prey.

> *"This predator lunged out of a still pool and dragged one of our team members under before we could effect a rescue. The body was never recovered."*
> —Halka Four-Den speaks about a scrange on Dagobah

### SCRANGE

*Huge beast, unaligned*

**Armor Class** 13 (natural armor)
**Hit Points** 126 (12d12+48)
**Speed** 40 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 23 (+6) | 12 (+1) | 19 (+4) | 2 (-4) | 12 (+1) | 7 (-2) |

**Skills** Stealth +7, Perception +4
**Senses** darkvision 60 ft., passive Perception 14
**Languages** —
**Challenge** 7 (2,900 XP)

***Ambusher.*** In the first round of a combat, the scrange has advantage on attack rolls against any creature it surprised.

***Bioluminescent.*** The scrange either emits dim light in a 10-foot radius, or bright light in a 10-foot radius and dim light for an additional 10 ft.. It can switch between the options as a bonus action.

***Mud Camouflage.*** The scrange has advantage on Dexterity (Stealth) checks made to hide in muddy terrain.

#### ACTIONS

***Multiattack.*** The scrange makes two attacks: one with its bite and one with its tail. It can't make both attacks against the same target.

***Bite.*** *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 20 (3d10 + 6) kinetic damage.

***Tail.*** *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 24 (4d10 + 6) kinetic damage, and the target must succeed on a DC 16 Strength saving throw or be knocked prone.

# SECURITY DROIDS

Security droids are a type of droid used as bodyguards, or to protect objects of value. During the Clone Wars, the term commonly referred to the security battle droid used by the Trade Federation and Confederacy of Independent Systems. The KX-series is one such example of a security droid model used by the Galactic Empire.

## JK-13 SECURITY DROID

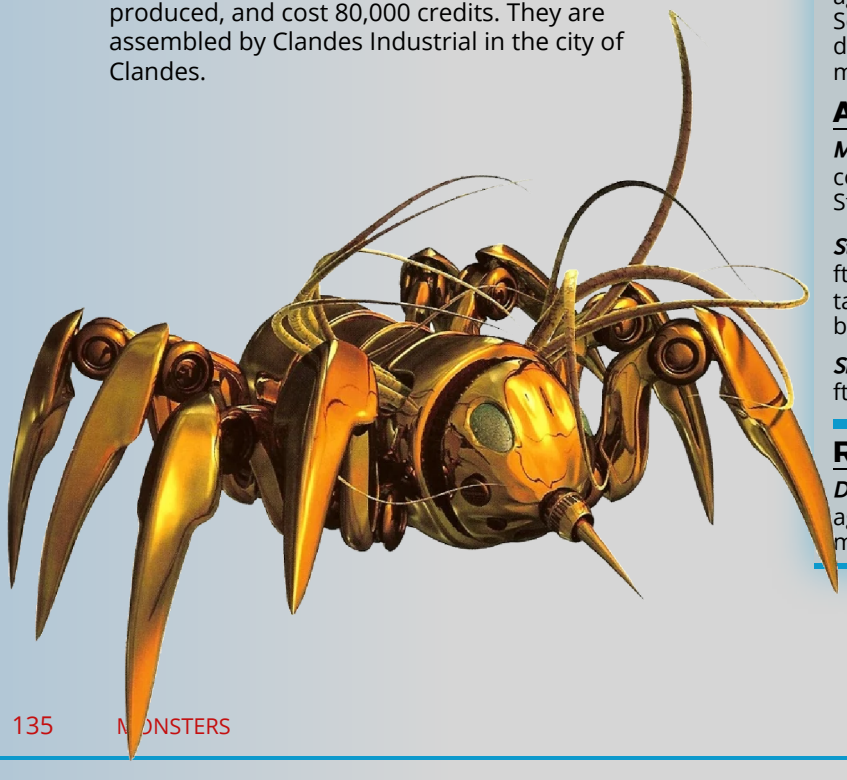
The JK-13 security droid, unofficially known as the "Jedi Killer," is a JK-series security droid manufactured on the planet Ord Cestus.

***Appearance & Weaponry.*** The JK-13 is approximately chest-high and is divided into sections, giving it an insect-like appearance in its attack mode-so much so that the cave spiders, who used to rule Cestus, thought of them a natural enemy Its primary weapon is a set of stun tentacles extending from virtually every point on its body: these tentacles can be used to cut an opponent or deliver a disabling charge. Its primary defense is a deflector shield generator-like technology that allows it to absorb weapons fire before it even comes into contact with the droid itself.

Like all Cestus Cybernetics droids of its period, the JK-13 is unusually ornate and flexible, with a golden finish and enormous articulation of its tentacles, which can become a fine strand or thicker rope or cable as needed.

***Bio Droid.*** The JK-13s are bio-droids: they use a living circuit design incorporating organics into the core processor, which is actually a life-support unit for a creature known as a dashta eel. Because the eels are Force-sensitive, they grant the droid some measure of precognitive abilities. This, in turn, grant it great combat ability. However, Dashta eels cannot kill another sentient being without going insane, meaning that the droids can never be deployed as general purpose combat units.

***Availability.*** They sell faster than they can be produced, and cost 80,000 credits. They are assembled by Clandes Industrial in the city of Clandes.



### JK-13 SECURITY DROID

*Large droid, unaligned*

**Armor Class** 18 (armor plating)
**Hit Points** 150 (20d10 + 40)
**Speed** 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 19 (+4) | 21 (+5) | 15 (+2) | 10 (+0) | 13 (+1) | 7 (-2) |

**Saves** Str + 10, Con +7, Int +5
**Skills** Perception +6, Intimidate +3
**Damage Vulnerabilities** ion, lightning
**Damage Resistance** energy from unenhanced sources
**Senses** darkvision 60 ft., passive Perception 16
**Languages** Galactic basic, binary
**Challenge** 9 (5,000 XP)

***Circuitry.*** The construct has disadvantage on saving throws against effects that would deal ion or lightning damage.

***Droid Encasement.*** The Dashta Eel within the machine is a somewhat shapeless mass. When the JK-13 Security Droid is reduced to 0 hp, the droid armor breaks and the Dashta Eel exits it. Once out of its armor, the creature's pulpy mass no longer receives the benefits of the listed Damage Resistances.

Without its armor, the Dashta Eel has the following statistics: AC 12, hp 19 (3d8 + 6), Strength 8 (-1), and its speed becomes 15 feet. In addition, it has no attack actions.

***Jedi Slayer.*** JK-13 Security Droid has advantage on saving throws versus force powers used by creatures within 5 feet of it. When an enemy within 5 feet uses a force power, JK-13 Security Droid can make a melee attack against that character as a reaction. When JK-13 Security Droid damages an enemy, they have disadvantage on concentration saving throws to maintain their force powers.

#### ACTIONS

***Multiattack.*** The JK-13 Security Droid makes any combination of three Slicing Tentacle attacks and Stunning Tentacle attacks.

***Stunning Tentacle.*** *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 11 (3d4 +4) kinetic damage and the target must succeed on a Constitution save (DC 17) or be stunned until the end of its next turn.

***Slicing Tentacle.*** *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 18 (3d8 +5) kinetic damage.

#### REACTIONS

***Deflector Shield.*** The JK-13 Security Droid adds 3 to its AC against one attack that would hit it. To do so, the droid must see the attacker.

## SHYRACKS

Shyracks are cave-dwelling terrors that are fiercely territorial and attack any intruder with aggression and fervor. While typically cave bound, every sixty-three years the shyracks of Korriban spill from their cave habitats for an entire summer. These periods saw them fill the sky where they blotted out the sun and moon where they rained their bluish droppings onto everything below. Prior to the return of the Sith Empire, biologists from across the galaxy arrived on the planet in order to witness every sixty-third summer where they observed the purpling of the red Korriban terrain.

While ungainly and slow-moving with no eyes, shyracks are potentially dangerous pests, especially when they converge as a swarm on an intruder. They are native to the Shyrack cave of Korriban and are natural rivals to the feared Tuk'ata.

### SHYRACK

*Small beast, unaligned*

**Armor Class** 12 (natural armor)
**Hit Points** 2 (1d6-1)
**Speed** 0 ft. fly 20ft

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 4 (-3) | 16 (+3) | 9 (-1) | 3 (-4) | 12 (+1) | 4 (-3) |

**Senses** blindsight 60ft, passive Perception 11
**Challenge** 0 (10 XP)

***Keen Hearing.*** The Shyrack has advantage on Wisdom (Perception) checks that rely on hearing.

#### ACTIONS

***Bite.*** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. Hit: 1 kinetic damage.

### SHYRACK SWARM

*Large swarm of Small beasts, unaligned*

**Armor Class** 12 (natural armor)
**Hit Points** 38 (6d10+10)
**Speed** 0 ft. fly 20ft

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 6 (-2) | 18 (+4) | 11 (0) | 3 (-4) | 12 (+1) | 4 (-3) |

**Damage Resistance** energy, kinetic
**Condition Immunities** charmed, frightened, paralyzed, petrified, prone, restrained, stunned
**Senses** blindsight 60 ft., passive Perception 11

**Challenge** 1 (200 XP)

***Keen Hearing.*** The Shyrack has advantage on Wisdom (Perception) checks that rely on hearing.

***Swarm.*** The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a small shyrack. The swarm can't regain hit points or gain temporary hit points.

#### ACTIONS

***Bite.*** Melee Weapon Attack: +6 to hit, reach 5 ft., one creature in the swarm's space. Hit: 9 (2d8) kinetic damage, or 4 (1d8) kinetic damage if the swarm has half of its hit points or fewer.

## STARWEIRD

Starweirds are incorporeal, humanoid, Force-using creatures found only in the vacuum of space.

*Biology and Appearance.* They are tall and extremely gaunt, wearing ephemeral rags that hang from their arms. Starweirds have long, wild white hair that floats around their heads, ignoring gravity. The creatures have pale skin and their faces are desiccated. Many witnesses state that the creature's face somewhat resembles their own. Starweirds each have a large, toothy mouth and eyes that glow. Their arms are bony and end in hands with three large, sharp, black talons. The species' incorporeal nature makes it possible for the creatures to resist conventional attacks and pass through solid objects, although force fields still stop the creatures. They are also fully affected by the use of the Force.

Starweirds hover or fly silently instead of walking. While fairly intelligent, the creatures do not communicate and had no known language. They have no known ecological role, and after dying, a starweird leaves no traces of itself.

*Behavior.* Starweirds may appear to spacers repairing their damaged starship in deep space, or manifest aboard a ship traveling in hyperspace. Upon being spotted, starweirds become enraged and released a loud, piercing telepathic shriek. The creatures are noted for having a particular hatred for Force-sensitives, who they will mindlessly concentrate on killing even if there are other creatures present.Some Jedi hypothesize that they are physical manifestations of the dark side of the Force. However, there is little evidence to supported the theory.

### STARWEIRD

*Medium aberration, chaotic neutral*

**Armor Class** 15 (natural armor)
**Hit Points** 66 (12d8 + 12)
**Speed** 0 ft., fly 40 ft. (hover)

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 7 (-2) | 14 (+2) | 12 (+1) | 13 (+1) | 16 (+3) | 17 (+3) |

**Saving Throws** Wis +7, Cha +7
**Damage Resistance** acid, fire, lightning, sonic; energy, ion, and kinetic from unenhanced weapons
**Damage Immunities** cold, necrotic, poison
**Condition Immunities** charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained
**Senses** darkvision 60 ft., passive Perception 11
**Languages** —
**Challenge** 4 (1,100 XP)

***Space-borne.*** The starweird can survive in the vacuum of space.

***Devil's Sight.*** Force and tech created darkness does not impede the starweird's darkvision.

***Force Resistance.*** The starweird has advantage on saving throws against force powers.

***Forcecasting.*** The starweird is a 7th-level forcecaster. Its forcecasting ability is Wisdom (power save DC 15, +7 to hit with force attacks) and it has 31 force points. The starweird knows the following force powers:

At-will: *denounce, force push/pull, shock*
1st-level: *curse, sap vitality, sense force* 2nd-level: *drain vitality, force sight*
3rd-level: *choke, force lightning*
4th-level: *drain life*

***Phase Shift.*** The starweird can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) kinetic damage if it ends its turn inside an object.

#### ACTIONS

***Multiattack.*** The starweird can make two claw attacks.

***Claw.*** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) kinetic damage and 3 (1d6) necrotic damage.

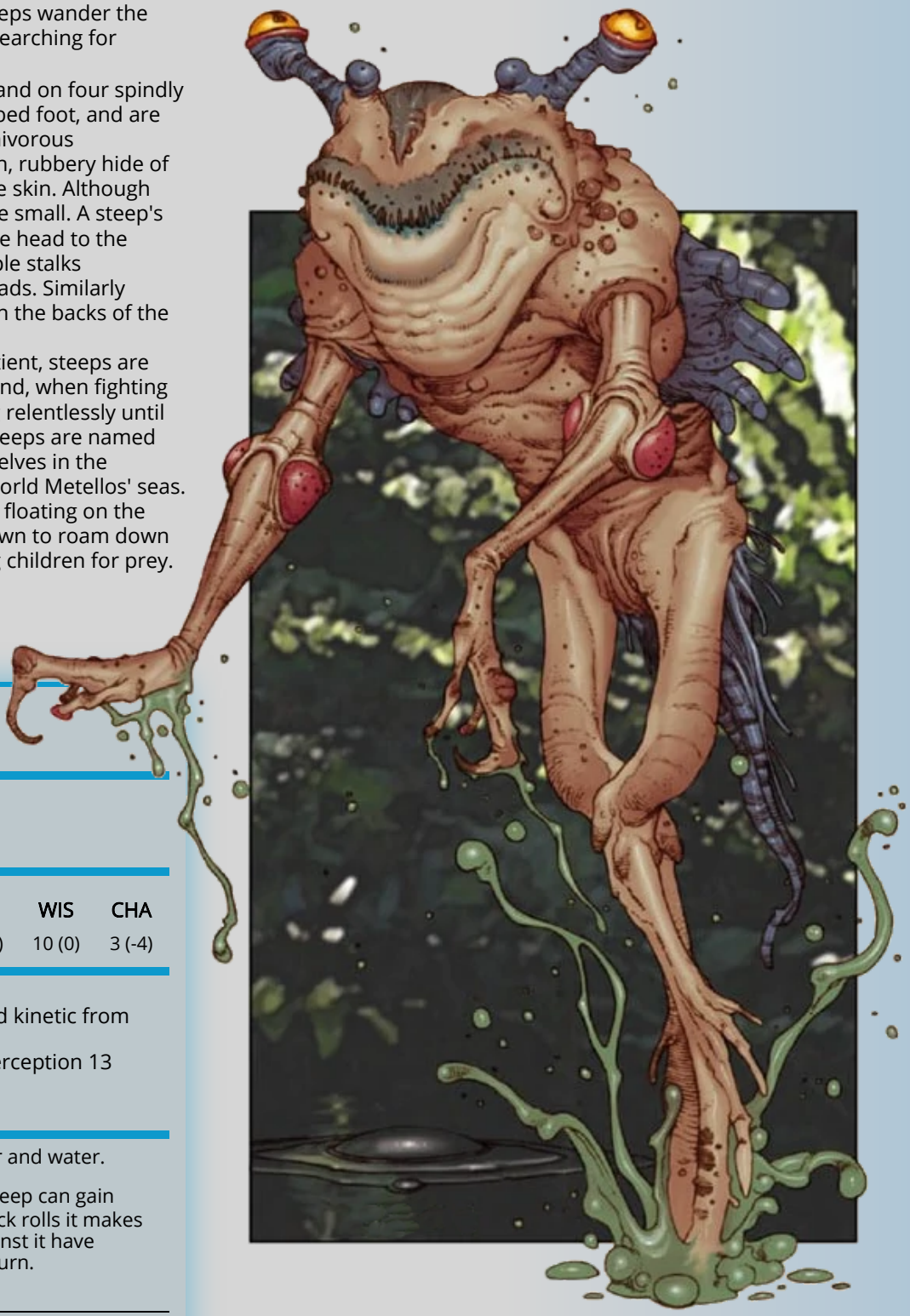
***Telepathic Scream (1/Day).*** The starweird releases a terrifying scream. Each creature of the starweird's choice that is within 30 ft. of the starweird and aware of it must succeed on a DC 15 Wisdom saving throw. On a failure, a creature takes 21 (6d6) psychic damage plus 21 (6d6) necrotic damage and is frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself. On a success, a creature takes half damage and is not frightened.

## STEEP

The steep are a species of non-sentient amphibians native to the planet Metellos. They dwell in the sewage-filled seas of the planet, bobbing on the surface of the waters. At night, the carnivorous steeps wander the alleyways of Metellos' settlements, searching for children to eat.

***Biology & Appearance.*** Steeps stand on four spindly legs, each of which ends with a webbed foot, and are capable of walking on land. The carnivorous amphibians are protected by a tough, rubbery hide of ten-centimeter-thick, brownish-white skin. Although their heads are large, their brains are small. A steep's mouth stretches from one side of the head to the other, with two eyes located on purple stalks protruding from the tops of their heads. Similarly purple-colored growths extend down the backs of the species.

***Behavior.*** Designated as non-sentient, steeps are known for their lack of intelligence and, when fighting an adversary, will continue attacking relentlessly until they themselves have been killed. Steeps are named after their habit of "steeping" themselves in the sewage-filled waters of their homeworld Metellos' seas. The amphibians are frequently seen floating on the surface of the water. Steeps are known to roam down Metellean alleyways at night seeking children for prey.



### STEEP

*Medium beast, unaligned*

**Armor Class** 13 (natural armor)
**Hit Points** 55 (10d8 + 10)
**Speed** 30 ft., swim 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 15 (+2) | 13 (+1) | 13 (+1) | 1 (-5) | 10 (0) | 3 (-4) |

**Skills** Stealth +4, Percpection +3
**Damage Resistance** energy, ion, and kinetic from unenhanced weapons
**Senses** darkvision 60 ft., passive Perception 13
**Languages** —
**Challenge** 2 (450 XP)

***Amphibious.*** The steep can breathe air and water.

***Reckless.*** At the start of its turn, the steep can gain advantage on all melee weapon attack rolls it makes during that turn, but attack rolls against it have advantage until the start of its next turn.

#### ACTIONS

***Bite.*** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 11 (1d8 + 2) kinetic damage, and the target is grappled (escape DC 13). Until this grapple ends, the target is restrained, and the steep can't bite another target.

## SWAMP SLUG

An omnivorous species, swamp slugs have thousands of teeth and twenty-four pairs of legs. Their orange or golden eyes, the size of boulders, allow them to see clearly beneath the murky, cloudy waters, while the two rubbery antennae on the top of their heads, which grew to two meters, utilize sonar to pinpoint exact locations of objects, searching by motion. Swamp slugs are omnivores, eating anything organic that they can fit in their mouths of jagged teeth. The teeth, or radula, lining the slug's esophagus pulverize into organic slime any plant or animal matter that it ingests. An hermaphroditic species, the swamp slugs reproduce sexually. Each partner lays hundreds of eggs, most of which are eaten by other animals. They exude a thick, foul-smelling mucus which damages the breathing organs of other species. They are not desirable to eat by other predators and are given a wide berth in the swamps.

### SWAMP SLUG

*Huge beast, unaligned*

**Armor Class** 14 (natural armor)
**Hit Points** 175 (14d12 + 84)
**Speed** 20 ft., swim 40 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 22 (+6) | 12 (+1) | 23 (+6) | 3 (-4) | 13 (+1) | 7 (-2) |

**Saving Throws** Con +11
**Skills** Perception +6
**Damage Resistance** energy, ion, and kinetic from unenhanced weapons
**Damage Immunities** poison
**Condition Immunities** poisoned, prone
**Senses** blindsight 30 ft., darkvision 60 ft., passive Perception 16
**Challenge** 14 (11,500 XP)

***Vile Stench.*** Any creature that starts its turn within 10 feet of the slug must succeed on a DC 15 Constitution saving throw or take 9 (2d8) poison damage.

***Hold Breath.*** The slug can hold its breath for 1 hour.

#### ACTIONS

***Multiattack*** The slug makes one bite attack and one slam attack.

***Bite.*** *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 17 (2d10 + 6) kinetic damage, and the target is grappled (escape DC 18). Until this grapple ends, the target is restrained, and the slug can't bite another target.

***Slam.*** *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 22 (3d10 + 6) kinetic damage.

***Swallow.*** The slug makes one bite attack against a Medium or smaller target it is grappling. If the attack hits, the target is swallowed, and the grapple ends. The swallowed target is blinded and restrained, it has total cover against attacks and other effects outside the slug, and it takes 7 (2d6) kinetic damage plus 7 (2d6) acid damage at the start of each of the slug's turns. The slug can have only one target swallowed at a time.

If the slug dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 5 feet of movement, exiting prone.

# TACTICAL DROIDS

Tactical droids are a type of battle droid designed to plan battle strategies. Baktoid Combat Automata manufactured several models of tactical droid, including the T-series tactical droid and a more advanced super tactical droid. Later, L-1 tactical droids would be used during the Galactic Civil War.

## T-SERIES TACTICAL DROID

T-series tactical droids are a model of tactical droid manufactured by Baktoid Combat Automata for use during the Clone Wars. They were utilized by the Confederacy of Independent Systems to coordinate their military, acting as advisors and often generals for their superior officers. The droids were deployed across the galaxy in many key battles of the war such as those at Christophsis, Ryloth and the Second Battle of Geonosis.

Ruthlessly intelligent, the T-series mostly steer clear of the war's front lines and instead command their troops from various Separatist headquarters. They exhibit independence larger than that of their B1 battle droid comrades, and although they were loyal to the Separatist cause, they were not afraid to abandon their superiors to guarantee their own survival.

Later on in the Clone Wars, the more advanced super tactical droid was introduced but its predecessor still saw continued use up until at least 19 BBY. Despite the galaxy-wide deactivation of the droid army at the end of the war, the remnants of the T-series could still be found well into the Imperial Era.

## SUPER TACTICAL DROID

Super tactical droids are advanced tactical droids that had command capabilities during the Clone Wars, acting as generals of the Separatist Droid Army.

They would often resort to threats and torture as interrogation routes. These droids were created to analyze a battle, calculate a possible battle-winning solution, and a time frame to carry out their plan. Being programmed with Separatist beliefs, they ruled through fear and through the lack of courage and hope in their victims and specifically "freedom from the tyranny of the republic." Although Super Tactical Droids were not directly involved in combat, they were able to effectively use self-defense and an E-5 blaster rifle. Being programmed for success, they are willing to kill for the advancement of the Confederacy of Independent Systems.

Building off their predecessors, the T-series tactical droid, they had a much more robotic inflection to their voices, as well a larger, more imposing and more damage-resistant body. These droids were also able to better process and adapt to sudden changes and unexpected complications and have more variables in their calculations. Although better than those before them, flaws in their programming were still prevalent. These included the difficulty to see approaches and plans that differ from their own, and the overconfidence in the Confederacy of Independent Systems and its army.

### T-SERIES TACTICAL DROID

*Medium droid, Lawful Evil*

**Armor Class** 13
**Hit Points** 50 (9d8+10)
**Speed** 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 10 (+0) | 15 (+2) | 12 (+1) | 19 (+4) | 16 (+3) | 11 (+0) |

**Saving Throws** Int +6, Wis +5
**Skills** Investigation +6, Lore +6, Technology +6, Insight +5, Deception +2
**Damage Vulnerability** Ion
**Damage resistances** necrotic, poison, psychotic
**Condition immunities** poison, disease
**Senses** darkvision 60ft, passive Perception 13
**Languages** Galactic Basic, Binary, and two others
**Challenge** 2 (450 XP)

***Circuitry.*** The droid has disadvantage on saving throws against effects that would deal ion or lightning damage.

***Innate Tech-casting.*** The T-series Tactical droid can innately cast the following tech powers (DC14):: *Assess the Situation, Encrypted Message, On/Off, Alarm, Element of Surprise (3/daily), Repair Droid, Stack the Deck*

**Preditctive AI** The tactical droid can enter a state of higher programming as an action. While concentrating, the droid can't be surprised and has advantage on attack rolls, ability checks, and saving throws. Additionally, other creatures have disadvantage on attack rolls against the target. This lasts for 1 hour

#### ACTIONS

***Blaster pistol.*** *Ranged Weapon Attack:* +4 to hit, Ammunition (range40/160), one target. *Hit* 5 (1d6 + 2) energy damage.

## SUPER TACTICAL DROID

*Medium droid, unaligned*

**Armor Class** 17 (powered battle armor)
**Hit Points** 105 (14d8+42)
**Speed** 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 14 (+2) | 16 (+3) | 17 (+3) | 21 (+5) | 16 (+3) | 15 (+2) |

**Skills** Athletics +7, Lore +10, Perception +13, Stealth +8
**Damage Vulnerabilities** ion
**Damage Resistances** psychic, necrotic, unenhanced kinetic
**Damage Immunities** poison
**Condition Immunities** blinded, charmed, deafened, disease, exhaustion, frightened, poisoned
**Senses** darkvision 60 ft., passive Perception 23
**Languages** Galactic Basic, Binary
**Challenge** 15 (13,000 XP)

***Legendary Resistance (3/Day).*** If the tactical droid fails a saving throw, it can choose to succeed instead.

***Master of the Droid.*** While within 30 feet of the tactical droid, any droid ally of the tactical droid makes saving throws with advantage, and that ally regains 1d6 hit points whenever it starts its turn there.

***Circuitry.*** The tactical droid has disadvantage on saving throws against effects that would deal ion or lightning damage.

***Tactical Technology.*** When the tactical droid casts a tech power that causes damage or that forces other creatures to make a saving throw, it can choose itself and any number of allies to be immune to the damage caused by the power and to succeed on the required saving throw.

***Techcasting.*** The tactical droid is a 13th-level techcaster. Its techcasting ability is Intelligence (power save DC18, +10 to hit with tech attacks) and it has 57 tech points. The tactical droid knows the following tech powers:

At-will: *assess the situation, encrypted message, electroshock, poison spray, cryogenic burst, combustive shot*

1st-level: *homing rockets, expeditious retreat, repair droid*

2nd-level: *mirror image, charge power cell*

3rd-level: *explosion, tactical advantage*

4th-level: *sensor probe, synchronicity*

5th-level: *mass repair droid, toxic cloud*

6th-level: *security protocols*

7th-level: *tactical superiority*

### ACTIONS

***Multiattack.*** The tactical droid makes three biopistol attacks.

***Biopistol.*** *Melee Weapon Ateack:* +8 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) kinetic damage plus 14 (4d6) poison damage.

### LEGENDARY ACTIONS

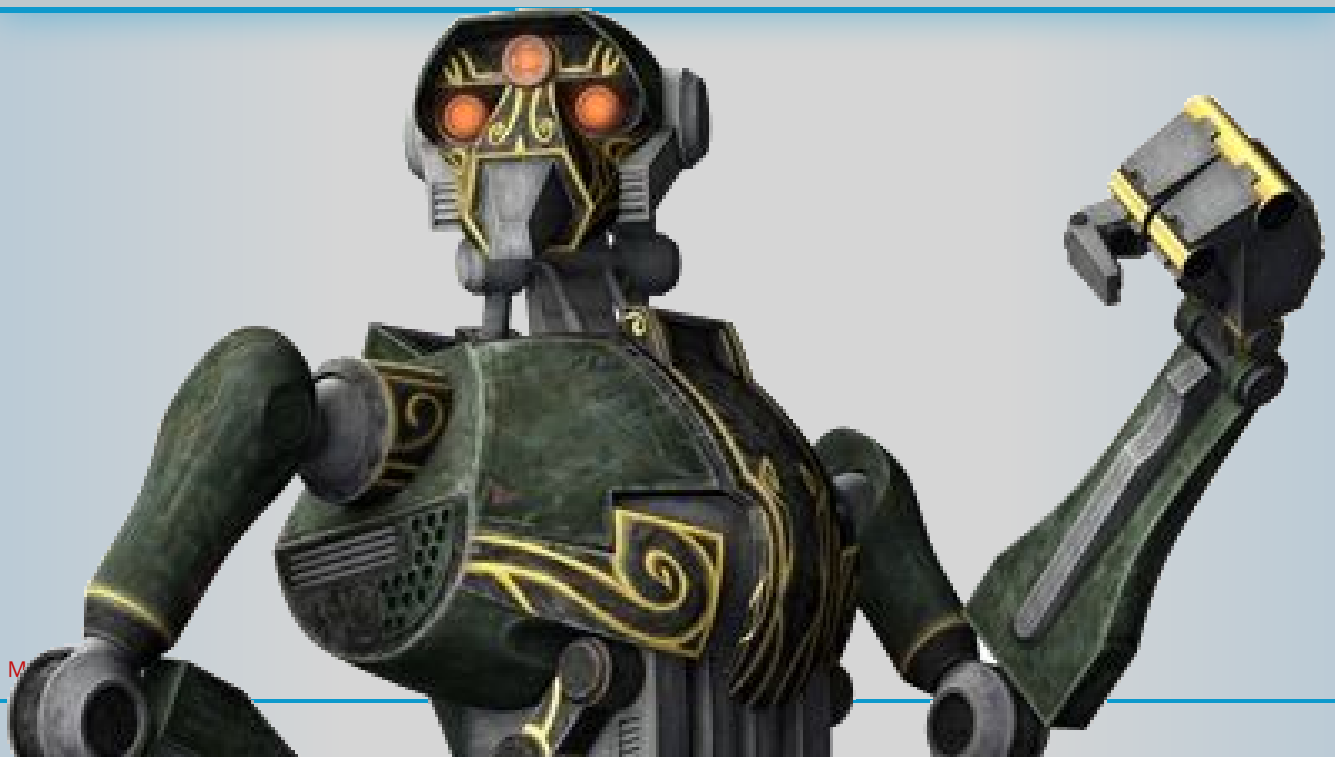
The tactical droid can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The tactical droid regains spent legendary actions at the start of its turn.

***Biopistol.*** The tactical droid makes a biopistol attack.

***At-Will.*** The tactical droid casts an at-will tech power.

***Move.*** The tactical droid moves up to its speed without provoking opportunity attacks.

***Construct Droid (Costs 3 Actions).*** Up to five junk droids appear in unoccupied spaces within 30 feet of the tactical droid and remain until destroyed. Droids summoned in this way roll initiative and act in the next available turn. The tactical droid can have up to five droids summoned by this ability at a time.



# TERENTATEK

Terentatek are creatures which feed off the blood of Force-sensitives, and inhabit caves and tombs strong with the dark side of the Force.

***Biology & Appearance.*** Terentateks resemble small rancors (approximately one-fourth the size of a fully-grown bull Rancor) with a number of spines growing from their backs and a pair of flaps, or tusk-like projections attached to their mouths. They also have four massive claws on each hand. Their tusks and claws are highly venomous. It is theorized that they were once rancors, subjected to mutations by the Sith, and that when the dark side is weak in the galaxy, they hibernate and remain dormant for many years, only to return when the dark side is strong again. A terentatek's hide is highly resistant - in some cases even immune - to the effects of the Force. They became the most dangerous of the creatures bred by the Sith, and were often dubbed Jedi Killers.

*"The terentatek is a predator, and we Jedi are its prey."*
—Deesra Luur Jada

## TERENTATEK

*Large aberration, chaotic dark*

**Armor Class** 16 (natural armor)
**Hit Points** 173 (10d20+73)
**Speed** 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 17 (+3) | 12 (+1) | 18 (+4) | 8 (-1) | 11 (0) | 3 (-4) |

**Skills** Athletics +6, Perception +3
**Damage Resistances** Kinetic, energy, ion; damage dealt by Force powers
**Senses** Darkvision 60ft, passive Perception 13
**Languages** Can't speak but understands commands in Sith
**Challenge** 9 (5,000 XP)

***Force Resistance.*** The terentatek has advantage on saving throws against force powers and resistance to damage dealt by force powers.

***Sith-born.*** Dark forcecasters and Sith (species) have advantage on Animal Handling checks on Terentatek.

### ACTIONS

***Multiattack.*** The Terentatek makes three attacks, once with its tusks and twice with its claws.

***Tusks*** Melee Weapon Attack: +6 to hit, reach 5 ft., one creature. Hit: 22 (5d8+3) kinetic damage. The creature must then succeed on a Constitution saving throw (DC 15) or become poisoned and take 2 (1d4) toxin damage per turn.

***Claws.*** Melee Weapon Attack: +6 to hit, reach 5 ft., one creature. Hit: 18 (5d6+3) kinetic damage. The creature must then succeed on a Constitution saving throw (DC 15) or become poisoned and take 2 (1d4) toxin damage per turn.

***Rock.*** Ranged Weapon Attack: +3 to hit, range 30/70 ft., one creature. Hit: 15 (4d6+3) kinetic damage.

# TRACKER DROIDS

Tracker Droids are a general term used to describe simple droids that are capable of being permanently linked to via the tech power *tracker droid interface*. Tracker droids are not all dedicated tracking or probe droids as the name might suggest, but these are the most common types of droids to become linked with in most cultures throughout the galaxy, explaining this commonly used shorthand.

## COMBAT TRAINING REMOTE

Combat remotes (or "seeker droids" or "training remotes") are fast-moving and unpredictable. Commonly used by marksmen to improve aim and reaction time, they are equipped with non-lethal blasters to prevent injuries, and are usually shot at with light-only blasts.

### MARKSMAN-H REMOTE

*Tiny droid, unaligned*

**Armor Class** 11 (armor plating)
**Hit Points** 1 (1d4-1)
**Speed** fly 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 2 (-4) | 16 (+3) | 8 (-1) | 2 (-4) | 12 (+1) | 4 (-3) |

**Skills** Acrobatics +5
**Damage vulnerabilities** ion
**Damage Resistances** necrotic, poison, psychic
**Condition Immunities** poison, disease
**Senses** Blindsight 60 ft., passive Perception 11
**Challenge** 0 (10 XP)

***Circuitry.*** The droid has disadvantage on saving throws against effects that would deal ion or lightning damage.

***Safety Restraints.*** The droid deals only non-lethal damage.

***Interfaced Distraction Protocol.*** While you are interfaced with this droid via the tracker droid interface tech power, when your droid is within 5 feet of a target, you do not provoke opportunity attacks when moving out of that creature's reach.

#### ACTIONS

***Stunner.*** *Ranged Weapon Attack:* +5 to hit, range 10/30 ft., one target. *Hit:* 1 energy damage.

## DRK-1 TRACKER DROID

Developed by Arakyd Industries, the DRK-1 probe droid is a small, spherical automaton equipped with sophisticated sensor and communications packages. The DRK-1 features a trio of imaging sensors: a central photoreceptor, a magnetic imaging device, and a thermal imager.

### DRK-1 TRACKER DROID

*Tiny droid, unaligned*

**Armor Class** 11
**Hit Points** 1 (1d4-1)
**Speed** 5 ft., fly 60 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 3 (-4) | 13 (+1) | 8 (-1) | 2 (-4) | 12 (+1) | 7 (-2) |

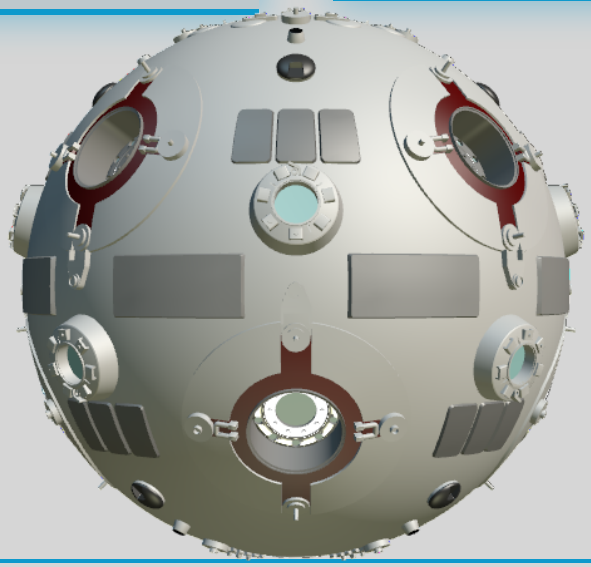
**Skills** Perception +3, Stealth +3, Survival +3
**Damage vulnerabilities** ion
**Damage Resistances** necrotic, poison, psychic
**Condition Immunities** poison, disease
**Senses** Darkvision 120 ft., passive Perception 13
**Challenge** 0 (10 XP)

***Circuitry.*** The droid has disadvantage on saving throws against effects that would deal ion or lightning damage.

***Interfaced Tracking Protocol.*** While a creature is interfaced with this droid via the *tracker droid interface* tech power, when it makes a Wisdom (Survival) check to track a target, and this droid is also tracking that target, the interfaced creature gains advantage on the check. If it already has advantage, it can instead reroll one of the dice once.

#### ACTIONS

***Shockprod.*** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 1 lightning damage.



## MEDICAL DROID

The GH-7 medical analysis unit is a multi-purpose automaton designed to handle diagnostics and surgical assistance duties. Though reminiscent of a humanoid form, the GH-7 is not modeled on any particular species, instead designed to perform efficiently on a variety of outlying worlds among any number of alien races. The droid has access to a range of medical knowledge and can serve as an assistant to an organic medic with all of its tools being easily accessible.

### GH-7 MEDICAL ANALYSIS UNIT

*Small droid, unaligned*

**Armor Class** 11
**Hit Points** 1 (1d6-2)
**Speed** 25 ft.,

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 7 (-2) | 12 (+1) | 7 (-2) | 13 (+1) | 12 (+1) | 11 (+0) |

**Skills** Medicine +3
**Damage vulnerabilities** ion
**Damage Resistances** necrotic, poison, psychic
**Condition Immunities** poison, disease
**Senses** passive Perception 11
**Languages** Galactic Basic, one other of your choice
**Challenge** 0 (10 XP)

***Circuitry.*** The droid has disadvantage on saving throws against effects that would deal ion or lightning damage.

***Interfaced Healing Protocol.*** While you are interfaced with this droid via the *tracker droid interface* tech power, when you restore hit points to a creature that is within 5 feet of your droid, you can roll the dice twice and take either total.

#### ACTIONS

***Medkit (1/rest).*** As an action, the droid can expend a use of a medkit to stabilize a creature that has 0 hit points, without needing to make a Wisdom (Medicine) check.

***Medpac (1/day).*** As an action, the droid uses a medpac to restore 2d4+2 hit points to a creature within 5 feet.

***Administer Antidote (1/rest).*** As an action, the droid can administer a charge of an antidote kit to cure a target of one poison affecting them or to give them advantage on saving throws against poison for 1 hour. It confers no benefit to droids or constructs.

## PISTOEKA SABOTAGE DROID

Pistoeka sabotage droids, better known simply as buzz droids, were a type of insect-like automatons that were deployed in swarms during battlefleet actions by the Confederacy of Independent Systems. They could wreak havoc upon squadrons of starfighters that happened to fly through a formation of such deployed droids. Approximately one-quarter of a meter in diameter and well armed for their role, they were typically delivered by discord missiles from droid tri-fighters and Vulture droid starfighters.

### PISTOEKA SABOTAGE DROID

*Tiny droid, unaligned*

**Armor Class** 12
**Hit Points** 1 (1d4-1)
**Speed** 20 ft., climb 20 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 2 (-4) | 14 (+2) | 8 (-1) | 2 (-4) | 10 (+0) | 2 (-4) |

**Damage vulnerabilities** ion
**Damage Resistances** necrotic, poison, psychic
**Condition Immunities** poison, disease
**Senses** passive Perception 10
**Challenge** 0 (10 XP)

***Circuitry.*** The droid has disadvantage on saving throws against effects that would deal ion or lightning damage.

***Magnetic Lock.*** The droid can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

***Interfaced Damage Protocol.*** While you are interfaced with this droid via the *tracker droid interface* tech power, when you roll a 1 or 2 on a damage die for a tech power while your droid is within 5 feet of you, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2.

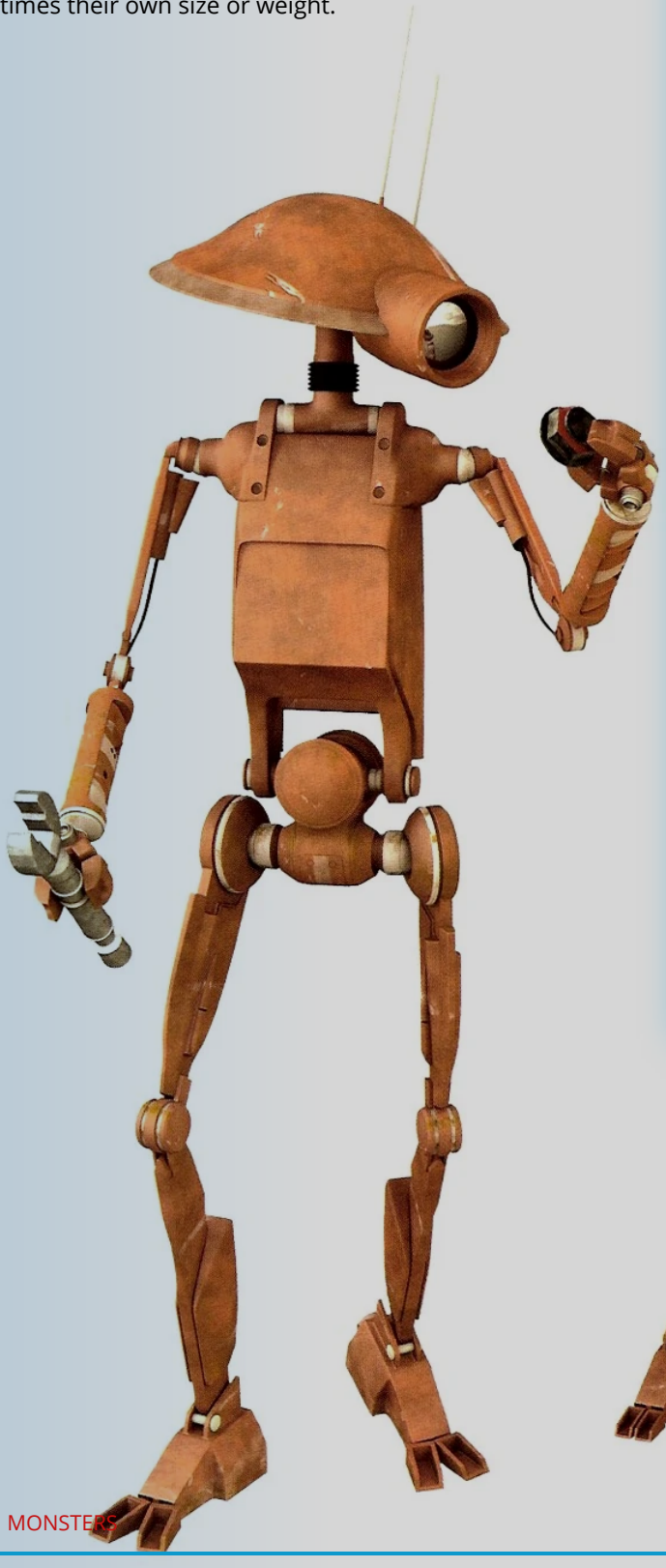
***Pack Tactics.*** The droid has advantage on attack rolls against a creature if at least one of the buzz droid's allies is within 5 feet of the creature and the ally isn't incapacitated.

#### ACTIONS

***Miniature Plasma Cutter.*** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 1 ion damage.

## PIT DROID

A DUM-series pit droid, manufactured by Serv-O-Droid, Inc., are used for labor, repair and light construction. In the center of their head is a large, round photoreceptor equipped with multi-spectrum scanners capable of detecting microscopic damage. Pit droids stand 1.19 meters tall but can compress themselves into a compact, box-shaped package. A tap on their photorecepter signals them to return to their upright position, and vice-versa. Their most remarkable feature is their immense strength, able to carry objects many times their own size or weight.



### PIT DROID

*Tiny droid, unaligned*

**Armor Class** 11 (armor plating)
**Hit Points** 3 (1d6)
**Speed** 25 ft.,

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 9 (-1) | 10 (+0) | 10 (+0) | 12 (+1) | 12 (+1) | 11 (+0) |

**Skills** Technology +3, Investigate +3, repair kit +3
**Damage vulnerabilities** ion
**Damage Resistances** necrotic, poison, psychic
**Condition Immunities** poison, disease
**Senses** passive Perception 11
**Challenge** 0 (10 XP)

***Circuitry.*** The droid has disadvantage on saving throws against effects that would deal ion or lightning damage.

***Crafter Protocol.*** The droid comes with proficiency in three tools, chosen when it is crafted.

***Interfaced Crafting Protocol.*** While you are interfaced with this droid via the *tracker droid interface* tech power, whenever you make an ability check using tools with which the droid is also proficient, you have advantage on the check. If you already have advantage, you can instead reroll one of the dice once.

***Powerful Build.*** The droid counts as one size larger when determining carrying capacity and the weight it can push, drag, or lift.

***Turtle (1/rest).*** The first time the droid would drop to zero hit points, the droid can instead remain at one hit point and temporarily deactivate and fold up into a tougher, immobile form. While turtled, the droid has an AC of 14, and is considered paralyzed. The creature interfaced with this droid can use a bonus action to restore this droid to it's unturtled condition.

#### ACTIONS

***Kick.*** *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. Hit: 1 kinetic damage.

***Repair (1/day).*** As an action, the droid can expend one use of a repair kit to restore 2d4+2 hit points to a droid or construct within 5 feet.

## ID9 SEEKER DROID

ID9 seeker droids, also called Parrot Droids or Mimic Droids, are a model of seeker droids that resemble the much larger Viper probe droids. The body of ID9 seekers consistsd in a half-hemisphere dome with a red photoreceptor. Attached to that dome are five articulated, tentacle-like limbs that end in pincers. The ID9s are outfitted with electro-shock prods that allow them to harm organic lifeforms and incapacitate mechanical beings. They are capable of imitating the sounds of other droid models, and have two locomotions modes: hovering and crawling.

### ID9 SEEKER DROID

*Tiny droid, unaligned*

**Armor Class** 11
**Hit Points** 1 (1d4-1)
**Speed** 5 ft., fly 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 9 (-1) | 11 (+0) | 8 (-1) | 4 (-3) | 10 (+0) | 10 (+0) |

**Skills** Perception +3
**Damage vulnerabilities** ion
**Damage Resistances** necrotic, poison, psychic
**Condition Immunities** poison, disease
**Senses** passive Perception 13
**Challenge** 0 (10 XP)

***Circuitry.*** The droid has disadvantage on saving throws against effects that would deal ion or lightning damage.

#### ACTIONS

***Shockprod.*** *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 1 lightning damage.

## Z-58 SERIES SECURITY DROID

The Z-58 series security droid is a floating security droid manufactured by Arakyd Industries that has limited capabilities in technical and physical security.

### Z-58 SERIES SECURITY DROID

*Tiny droid, unaligned*

**Armor Class** 11
**Hit Points** 2 (1d4)
**Speed** fly 40 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 3 (-4) | 13 (+1) | 10 (+0) | 8 (-1) | 12 (+1) | 7 (-2) |

**Skills** Perception +3,
**Damage vulnerabilities** ion
**Damage Resistances** necrotic, poison, psychic
**Condition Immunities** poison, disease
**Senses** Darkvision 120 ft., passive Perception 13
**Challenge** 0 (10 XP)

***Circuitry.*** The droid has disadvantage on saving throws against effects that would deal ion or lightning damage.

***Security Protocol.*** The droid comes with proficiency in security and slicer tools.

***Interfaced Assistance Protocol.*** While you are interfaced with this droid via the *tracker droid interface* tech power, whenever you have advantage on an ability check or attack roll granted by the droid taking the Help action you can reroll one of the dice once.

#### ACTIONS

***Shockprod.*** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 1 lightning damage.

***Sentry (1/day).*** The Security Droid may enter a sentry state, granting the benefits of the *alarm* tech power to a target creature within 10 feet of the droid at the time of entering the sentry state. The Security Droid must remain within 60 feet of the warded location or the ability ends.

## TRANDOSHANS

Trandoshans, also called T'doshok, were large, bipedal reptilian sentient humanoids from the planet Trandosha, and were renowned as great hunters who relished the thrill of the hunt. Trandoshans are known to embark on a hunting related rite of passage.

***Notable Trandoshans.*** A Trandoshan known as Garnac ran a hunting guild based out of a floating fortress that hovered above an island-designated Island Four-on the moon Wasskah. Garnac's scouts traveled to different worlds to collect other sentient beings to dump on Island Four, where the prisoners would be hunted for sport.

Bossk, a famous Trandoshan bounty hunter, worked alongside fellow hunters Aurra Sing and Castas to mentor the orphaned Boba Fett. Bossk owned and operated a modified YV-666 light freighter named the Hound's Tooth. Bossk was renowned and feared for his effectiveness at killing Wookiees. He was ruthless and efficient, but upheld the Bounty Hunter Code and was known to keep his promises to the letter of the law.

### TRANDOSHAN HUNTMASTER

*Medium humanoid (trandoshan), any dark*

**Armor Class** 16 (heavy combat suit, shield)
**Hit Points** 127 (17d8 + 51)
**Speed** 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 18 (+4) | 14 (+2) | 16 (+3) | 14 (+2) | 16 (+3) | 15 (+2) |

**Saving Throws** Strength +7, Wisdom +6
**Skills** Athletics +7, Intimidation +5, Perception +6, Persuasion +5, Stealth +6, Survival +6
**Senses** darkvision 60 ft., passive Perception 16
**Languages** Galactic Basic, Dosh
**Challenge** 7 (2,900 XP)

***Infrared Vision.*** The trandoshan has advantage on Wisdom (Perception) checks that rely on sight.

***Regeneration.*** The trandoshan regains 10 hit points at the start of its turn if it has at least 1 hit point.

***Martial Advantage.*** Once per turn, the trandoshan can deal an extra 14 (4d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the trandoshan that isn't incapacitated.

#### ACTIONS

***Multiattack.*** The trandoshan makes three melee weapon attacks. Alternatively, it can make two ranged attacks with its javelin.

***Trandoshan Sword.*** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) kinetic damage, or 9 (1d10 + 4) kinetic damage if used with two hands.

***Javelin.*** *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 7 (1d6 + 4) kinetic damage.

***Shield Bash.*** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 6 (1d4 + 4) kinetic damage. If the target is Large or smaller, it must succeed on a DC 15 Strength saving throw or be knocked prone.

***Leadership (Recharges after a Short or Long Rest).*** For 1 minute, the trandoshan can utter a special command or warning whenever a nonhostile creature that it can see within 30 feet of it makes an attack roll or a saving throw. The creature can add a d4 to its roll provided it can hear and understand the trandoshan. A creature can benefit from only one Leadership die at a time. This effect ends if the warlord is incapacitated.

#### REACTIONS

***Parry.*** The trandoshan adds 3 to its AC against one melee attack that would hit it. To do so, the trandoshan must see the attacker and be wielding a melee weapon.

## TRANDOSHAN WARRIOR

*Medium humanoid (trandoshan), any dark*

**Armor Class** 14 (natural armor)
**Hit Points** 60 (11d8 + 11)
**Speed** 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 16 (+3) | 13 (+1) | 13 (+1) | 10 (+0) | 12 (+1) | 9 (-1) |

**Saving Throws** Strength +5, Wisdom +3
**Skills** Athletics +5, Perception +3, Survival +3
**Senses** darkvision 60 ft., passive Perception 13
**Languages** Galactic Basic, Dosh
**Challenge** 2 (450 XP)

***Infrared Vision.*** The trandoshan has advantage on Wisdom (Perception) checks that rely on sight.

***Regeneration.*** The trandoshan regains 10 hit points at the start of its turn if it has at least 1 hit point.

***Double Weapon.*** When the trandoshan attacks uses its multiattack, it can use a bonus action to make another attack. The trandoshans doesn't add its ability modifier to the damage of this attack.

### ACTIONS

***Multiattack.*** The trandoshan makes two weapon attacks.

***Trandoshan Double-Sword.*** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) kinetic damage.

***Trandoshan Double-Sword (Bonus Action Attack).*** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 4 (1d8) kinetic damage.

## TRANDOSHAN HUNTER

*Medium humanoid (trandoshan), any dark*

**Armor Class** 15 (combat suit)
**Hit Points** 77 (14d8 + 14)
**Speed** 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 16 (+3) | 18 (+4) | 13 (+1) | 10 (+0) | 14 (+2) | 9 (-1) |

**Saving Throws** Strength +5, Wisdom +4
**Skills** Athletics +5, Perception +4, Survival +4
**Senses** darkvision 60 ft., passive Perception 14
**Languages** Galactic Basic, Dosh
**Challenge** 3 (700 XP)

***Hunter's Eye (3/Day).*** As a bonus, the tradoshan can add 1d10 to its next attack or damage roll with a blaster weapon.

***Infrared Vision.*** The trandoshan has advantage on Wisdom (Perception) checks that rely on sight.

***Regeneration.*** The trandoshan regains 10 hit points at the start of its turn if it has at least 1 hit point.

### ACTIONS

***Multiattack.*** The trandoshan makes two ranged weapon attacks.

***Blaster Rifle.*** *Ranged Weapon Attack:* +6 to hit, range 100/400 ft., one target. *Hit:* 8 (1d8 + 4) energy damage.

***Trandoshan Shortsword.*** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) kinetic damage.

## TRANDOSHAN ELITE WARRIOR

*Medium humanoid (trandoshan), any dark*

**Armor Class** 15 (heavy combat suit)
**Hit Points** 127 (15d8 + 60)
**Speed** 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 19 (+4) | 16 (+3) | 18 (+4) | 10 (+0) | 14 (+2) | 13 (+2) |

**Saving Throws** Strength +7, Wisdom +5
**Skills** Athletics +7, Intimidation +5, Perception +5, Survival +5
**Senses** darkvision 60 ft., passive Perception 15
**Languages** Galactic Basic, Dosh
**Challenge** 6 (1,100 XP)

***Brute.*** The trandoshan deals an extra 3 (1d6) damage when it hits with a melee weapon attack (included in the attacks).

***Frenzy.*** When the trandoshan reduces a creature to 0 hit points with a melee attack on its turn, it can immediately move up to half its speed and make a vibrosword attack.

***Infrared Vision.*** The trandoshan has advantage on Wisdom (Perception) checks that rely on sight.

***Regeneration.*** The trandoshan regains 10 hit points at the start of its turn if it has at least 1 hit point.

### ACTIONS

***Multiattack.*** The trandoshan makes three attacks with its sword or slugthrower.

***Trandoshan Greatsword.*** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (3d6 + 4) kinetic damage.

***Slugthrower.*** *Ranged Weapon Attack:* +6 to hit, range 100/400., one target. *Hit:* 7 (1d8 + 3) kinetic damage.

***Burst.*** The trandoshan sprays a 10-foot-cube area within normal range with shots. Each creature in the area must make a DC 14 Dexterity saving throw, taking 7 (1d8 + 3) kinetic damage on a failed save, or half as much on a successful one.

### REACTIONS

***Parry.*** The trandoshan adds 3 to his AC against one melee attack that would hit him. To do so, the trandoshan must see the attacker and be wielding a melee weapon.

## LEGENDARY T'DOSHOK HUNTER

*Medium humanoid (trandoshan), lawful dark*

**Armor Class** 17 (natural armor)
**Hit Points** 144 (17d8 + 68)
**Speed** 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 23 (+6) | 18 (+4) | 19 (+4) | 13 (+1) | 16 (+3) | 13 (+2) |

**Saving Throws** Strength +11, Constitution +9, Wisdom +8
**Skills** Athletics +11, Intimidation +7, Perception +8, Piloting +6, Stealth +14 Survival +8, Technology +6
**Senses** darkvision 60 ft., passive Perception 18
**Languages** Galactic Basic, Dosh, Huttese
**Challenge** 14 (11,450 XP)

***Commando.*** As a bonus action, the trandoshan can take the Dash and Hide actions on each of his turns.

***Infrared Vision.*** The trandoshan has advantage on Wisdom (Perception) checks that rely on sight.

***Legendary Resistance (3/Day).*** If the trandoshan fails a saving throw, it can choose to succeed instead.

***Mortar Gun.*** As a bonus action, the trandoshan can switch the firing mode of his mortar gun between a blaster and a grenade launcher.

***Precision Shot (2/Day).*** The trandoshan can roll his next ranged attack with advantage.

***Regeneration.*** The trandoshan regains 15 hit points at the start of its turn if it has at least 1 hit point.

***Sharpshooting Mastery.*** The trandoshan's ranged attacks ignore half-cover and three-quarters cover, and attacking at long range doesn't impose disadvantage on his ranged weapon attack rolls.

### ACTIONS

***Multiattack.*** The trandoshan makes three claw attacks. Alternatively, it can make two ranged attacks with its mortar gun (blaster form only).

***Claw.*** *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) kinetic damage.

***Mortar Gun (Blaster Form).*** *Ranged Weapon Attack:* +9 to hit, range 100/400 ft., one target. *Hit:* 14 (1d12 + 8) energy damage.

***Mortar Gun (Grenade Launcher Form).*** *Ranged Weapon Attack:* +9 to hit, range 30/60 ft., one target. *Hit:* 13 (1d10 + 8) kinetic damage. Hit or miss, the target and everycreature within 5 feet of it must succeed on a DC 17 Dexterity saving throw or take 14 (4d6) kinetic damage.

***Dioxus Grenade (Recharge 5-6).*** The trandoshan throws a dioxus grenade, choosing a point within 45 ft., exploding in a 15 ft. sphere. The fog lasts 1 round and the area is heavily obscured. When a creature enters the poison's area or starts its turn there, that creature must make a DC 17 Constitution saving throw. On a failure, the creature takes 22 (4d10) poison damage and is poisoned for 1 minute. On a success, the creature takes half the damage and isn't poisoned.

### REACTIONS

***Dioxus Escape.*** As a reaction when the trandoshan takes at least 20 damage from a melee attack, it can move up to its speed without provoking opportunity attacks. Additionally, if it's Dioxus Grenade ability is available the trandoshan can choose to drop a grenade where it was before its movement. The dioxus grenade detonates after the trandoshan has completed his movement.

### LEGENDARY ACTIONS

The trandoshan can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The trandoshan regains spent legendary actions at the start of his turn.

**Dioxus Grenade (Costs 2 Actions).** The trandoshan uses its Dioxus Grenade action. If it is unavailable, the trandoshan can roll to try and recharge it, using the grenade upon a successful recharge.

**Heavy Fire.** The trandoshan makes one mortar gun attack.

**Move.** The trandoshan can move up to its speed without provoking opportunity attacks.

## TUK'ATA

The Force-sensitive tuk'ata, or Sith hounds, have been used for thousands of years to guard the tombs of the Dark Lords of the Sith on Korriban.

*Biology & Appearance.* Sith hounds are oversized beasts that are bred to be both fearless and relentless. Their distinctive characteristics included sharp horns, long claws and savage teeth. Tuk'ata are unusually intelligent and are even able to communicate with one another through means unknown. It is claimed that originally the species was non-violent and grazing before being corrupted by Sith alchemy experiments that awakened latent parts of their brain which transformed them into unnatural abominations. On occasion, random mutations produce some tuk'ata that are able to live for centuries and grow to immense proportions.

Considering that many Sith hounds were sealed inside the tombs themselves, some believe that they are immortal or draw nourishment from the Force itself, the latter part of which is likely true. It is also possible that they survive by feeding on small vermin or other creatures that infest the tombs as decay and time create new openings in the stone walls.

### TUK'ATA NOBILIS

A pair of tuk'ata were tamed by the Jedi Beast Master Kanzhei Opli three centuries before the rise of the Galactic Empire and given to the Jedi Temple of Vaklin. They were distinguished from the original pack for their blue eyes in comparison with the dark-sided red eyes of a normal tuk'ata. The only two known specimens were killed by Darth Vader in 19 BBY.

### TUK'ATA

*Large aberration, lawful dark*

**Armor Class** 14 (natural armor)
**Hit Points** 52 (7d8+21)
**Speed** 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 16 (+3) | 11 (0) | 16 (+3) | 10 (0) | 11 (0) | 4 (-3) |

**Skills** Perception +2
**Senses** Darkvision 60ft, passive Perception 12
**Languages** Sith (telepathically)
**Challenge** 2 (450 XP)

***Keen Senses.*** The Tuk'ata has advantage on Wisdom (Perception) checks.

***Sith-born.*** Dark forcecasters and Sith (species) have advantage on Animal Handling checks against Tuk'ata.

***Telepathy.*** Tuk'ata can communicate telepathically with other creature within it's line of sight.

#### ACTIONS

***Multiattack.*** The Tuk'ata makes two attacks, once with its bite and once with its claws or poisonous stingers.

***Bite.*** Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. Hit: 7 (1d8+3) kinetic damage.

***Claws.*** Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. Hit: 6 (1d6+3) kinetic damage.

***Poisonous Stingers.*** Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. Hit: 5 (1d4+3) kinetic damage. The creature must then succeed on a Constitution saving throw (DC 13) or become poisoned.

# TURRETS

A turret is a mount for a weapon that enabled it to turn and pivot, allowing it to fire in many different directions. They are mounted on many vehicles, starfighters, and starships. Other turrets are mounted on the ground, and can be both manned and un-manned. Weapons mounted on turrets included laser cannons and other types of projectile cannons.

## AUTOTURRET

An autoturret is a blaster turret emplacement used to defend an area. Known for their killing power and effectiveness, they are employed by many factions throughout galactic history.

Autoturrets were used widely during the Jedi Civil War, with the Sith Empire deploying them to restrict access to the Undercity of Taris and to defend their military bases. Often, they were installed at the entrances to hidden bases, onboard capital ships, or near personal valuables.

In the later stages of the Clone Wars, portable autoturrets were used by both the Grand Army of the Republiic and the Separatist Droid Army for covering fire or to reinforce the defense of field command posts. These autoturrets became the standard equipment of clone and droid snipers, who were entrusted with their deployment.

### AUTO-TURRET

*Medium construct, unaligned*

**Armor Class** 14 (armor plating)
**Hit Points** 19(3d8+6)
**Speed** 0 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 12 (+1) | 2 (-4) | 15 (+2) | 14 (+2) | 11 (+0) | 4 (-3) |

**Skills** Perception +2
**Damage vulnerabilities** ion
**Damage Resistances** necrotic, poison, psychic
**Condition Immunities** poison, disease
**Senses** darkvision 60 ft., passive Perception 12
**Challenge** 1/2 (100 XP)

***Circuitry.*** The construct has disadvantage on saving throws against effects that would deal ion or lightning damage.

***Targeting Systems.*** The turret uses its Intelligence modifier for attack, damage, and intitiative rolls.

#### ACTIONS

***Multiattack.*** The turret makes two repeating blaster attacks.

***Repeating Blaster.*** *Ranged Weapon Attack:* +4 to hit, range 40/160 ft., one target. *Hit* 5 (1d6+2) energy damage.

### HIDDEN TURRET

*Medium construct, unaligned*

**Armor Class** 13 (armor plating)
**Hit Points** 11(2d8+2)
**Speed** 0 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 11 (+0) | 2 (-4) | 13 (+1) | 14 (+2) | 11 (+0) | 4 (-3) |

**Skills** Perception +2
**Damage vulnerabilities** ion
**Damage Resistances** necrotic, poison, psychic
**Condition Immunities** poison, disease
**Senses** darkvision 60 ft., passive Perception 12
**Challenge** 1/4 (50 XP)

***Circuitry.*** The construct has disadvantage on saving throws against effects that would deal ion or lightning damage.

***False Appearance.*** While the turret is inactive, it is indistinguishable from an ordinary section of floor, wall, or ceiling.

***Targeting Systems.*** The turret uses its Intelligence modifier for attack, damage, and initiative rolls. Intelligence (Investigation) and Wisdom (Perception) checks made to identify an inactive turret are made with disadvantage.

#### ACTIONS

***Blaster Cannon.*** *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit* 7 (1d10+2) energy damage.

## TUSKEN RAIDERS

Tusken Raiders, or "Sand People," are a species native to Tatooine. Extremely xenophobic & territorial of their native resources, Tuskens often attack the outskirts of smaller settlements. They believe all water is sacred and promised to them, resulting in them raiding moisture farms set up by colonists.

Clan groups consist of 20-30 individuals, and are led by clan leaders, tribal chiefs, and warlords. At the age of 15, a Tusken becomes an adult, and had to slay a krayt dragon and cut out the precious pearl found in its stomach. Tuskens inhabit encampments scattered across an area of the rocky Jundland Wastes known as The Needles, which are guarded by vicious massiffs.

They wield gaderffii sticks in combat, and use Tusken Cyclers to fire on vehicles they spot. Every Tusken warrior creates their own unique gaderffii stick. Males wear rough wrappings and garments that provide protection and allowed ease of movement. Females can be distinguished by their elaborate jeweled masks with eyeslits and torso-covering sand-shrouds. Tusken children wear unisex cowls and simple cloaks. All Sand People wear mouth grilles and eye coverings to retain moisture and keep sand out. They are forbidden to remove their clothing in front of others, except at childbirth, on their wedding night, and at coming-of-age ceremonies.

The Sand People and banthas share a close, almost mystical bond. During warrior initiation rites, a young Tusken is given a bantha matching their own gender[ and learns to care for it, with the pair becoming extremely close as the youth earns a place in its clan. When Sand People marry, their banthas also mate, and, should its rider die, their bantha usually perishes shortly after. If a bantha dies before its rider, its remains are placed in a large graveyard, which is treated with great respect by Tuskens and other banthas.

### TUSKEN CHIEFTAIN

*Medium humanoid, chaotic dark*

**Armor Class** 16 (durasteel armor)
**Hit Points** 93 (11d8+44)
**Speed** 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 18 (+4) | 12 (+1) | 18 (+4) | 10 (+0) | 13 (+1) | 13 (+1) |

**Saving Throws** Str +6, Con +6, Wis +3
**Skills** Intimidation +3, Perception +3, Survival +3
**Senses** passive Perception 13
**Languages** Tusken
**Challenge** 4 (1,100 XP)

***Agressive*** As a bonus action, the cheiftain can move up to its speed toward a hostile creature that it can see.

#### ACTIONS

***Multiattack.*** The chieftain makes two gaffi stick attacks.

***Gaffi Stick.*** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit* 9 (1d10+4) kinetic damage.

***Cycler Rifle*** *Ranged Weapon Attack* +3 to hit, reach 150/600 ft., one target. *Hit* 6 (1d10+1) kinetic damage.

***Battle Cry (1/Day).*** Each creature of the chieftain's choice that is within 30 feet of it, can hear it, and not already affected by Battle Cry gain advantage on attack rolls until the start of the chieftain's next turn. The chieftain can then make one attack as a bonus action.

## TUSKEN BRUTE

*Medium humanoid, chaotic dark*

**Armor Class** 13 (heavy combat suit)
**Hit Points** 68 (8d8+32)
**Speed** 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 16 (+3) | 12 (+1) | 18 (+4) | 10 (+0) | 13 (+1) | 9 (-1) |

**Skills** Survival +3
**Senses** passive Perception 11
**Languages** Tusken
**Challenge** 2 (450 XP)

***Agressive*** As a bonus action, the tusken can move up to its speed toward a hostile creature that it can see.

### ACTIONS

***Multiattack.*** The tusken makes two gaffi stick attacks.

***Gaffi Stick.*** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit* 8 (1d10 + 3) Kinetic damage.

## TUSKEN RAIDER

*Medium humanoid, chaotic dark*

**Armor Class** 12 (combat suit)
**Hit Points** 15 (2d8+6)
**Speed** 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 15 (+2) | 12 (+1) | 16 (+3) | 10 (+0) | 11 (+0) | 9 (-1) |

**Skills** Survival +2
**Senses** passive Perception 10
**Languages** Tusken
**Challenge** 1/2 (100 XP)

***Agressive*** As a bonus action, the tusken can move up to its speed toward a hostile creature that it can see.

### ACTIONS

***Gaffi Stick*** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit* 7 (1d10+2) kinetic damage.

***Cycler Rifle*** *Ranged Weapon Attack* +3 to hit, reach 150/600 ft., one target. *Hit* 6 (1d10+1) kinetic damage.

# VARACTYL

Varactyls are a species of majestic, giant reptavian herbivores native to the world of Utapau. They typically have blue and green feather manes and feather ridges along their back. They are incredibly loyal and obedient mounts, that had strong long strides to navigate the uneven and vertical surfaces of their homeworld.

## VARACTYL, ADOLESCENT

*Large beast, unaligned*

**Armor Class** 10
**Hit Points** 13 (2d10+2)
**Speed** 50 ft., climb 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 16 (+3) | 10 (+0) | 12 (+1) | 2 (-4) | 11 (+0) | 7 (-2) |

**Senses** passive Perception 10
**Languages** —
**Challenge** 1/4 (50 XP)

***Trampling Charge.*** If the varactyl moves at least 20 feet straight toward a creature and then hits it with a bite attack on the same turn, that target must succeed on a DC 14 Strength saving throw or be knocked prone. If the target is prone, the varactyl can make another attack with its bite against it as a bonus action.

### ACTIONS

***Bite.*** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (2d4+3) kinetic damage.

## VARACTYL, ADULT

*Large beast, unaligned*

**Armor Class** 11
**Hit Points** 19 (3d10+32)
**Speed** 50 ft., climb 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 18 (+4) | 12 (+1) | 13 (+1) | 2 (-4) | 12 (+1) | 7 (-2) |

**Senses** passive Perception 11
**Languages** —
**Challenge** 1/2 (100 XP)

***Trampling Charge.*** If the varactyl moves at least 20 feet straight toward a creature and then hits it with a bite attack on the same turn, that target must succeed on a DC 14 Strength saving throw or be knocked prone. If the target is prone, the varactyl can make another attack with its bite against it as a bonus action.

### ACTIONS

***Bite.*** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6+4) kinetic damage.

## VESUVAGUE TREE

The Vesuvague Tree, also known as the Vesuvague Hanging Tree, is a carnivorous, semi-sentient, red-barked tree from the planet of Ithor. It is one of a number of intelligent plants from the world, a category of which included the Bafforr tree.

The vesuvague tree, though rooted in the earth, is able to detect and move itself towards motion by sensing air vibrations in its leaves and ground vibrations in its roots. In order to catch its prey, it uses its quickly growing vines and roots, capable of extending multiple meters in mere seconds, to seize, strangle, and crush its food. Once a creature is dead, the tree buries its vines and roots inside of its prey, and slowly feeds off of its bodily fluids.

The tree can be trained to respond to simple commands, much like a pet, and can understand words by using its leaves to sense the vibrations and patterns of spoken languages.

### VESUVAGUE TREE

*Large tree, unaligned*

**Armor Class** 12
**Hit Points** 172(15d12 + 80)
**Speed** 10 ft.

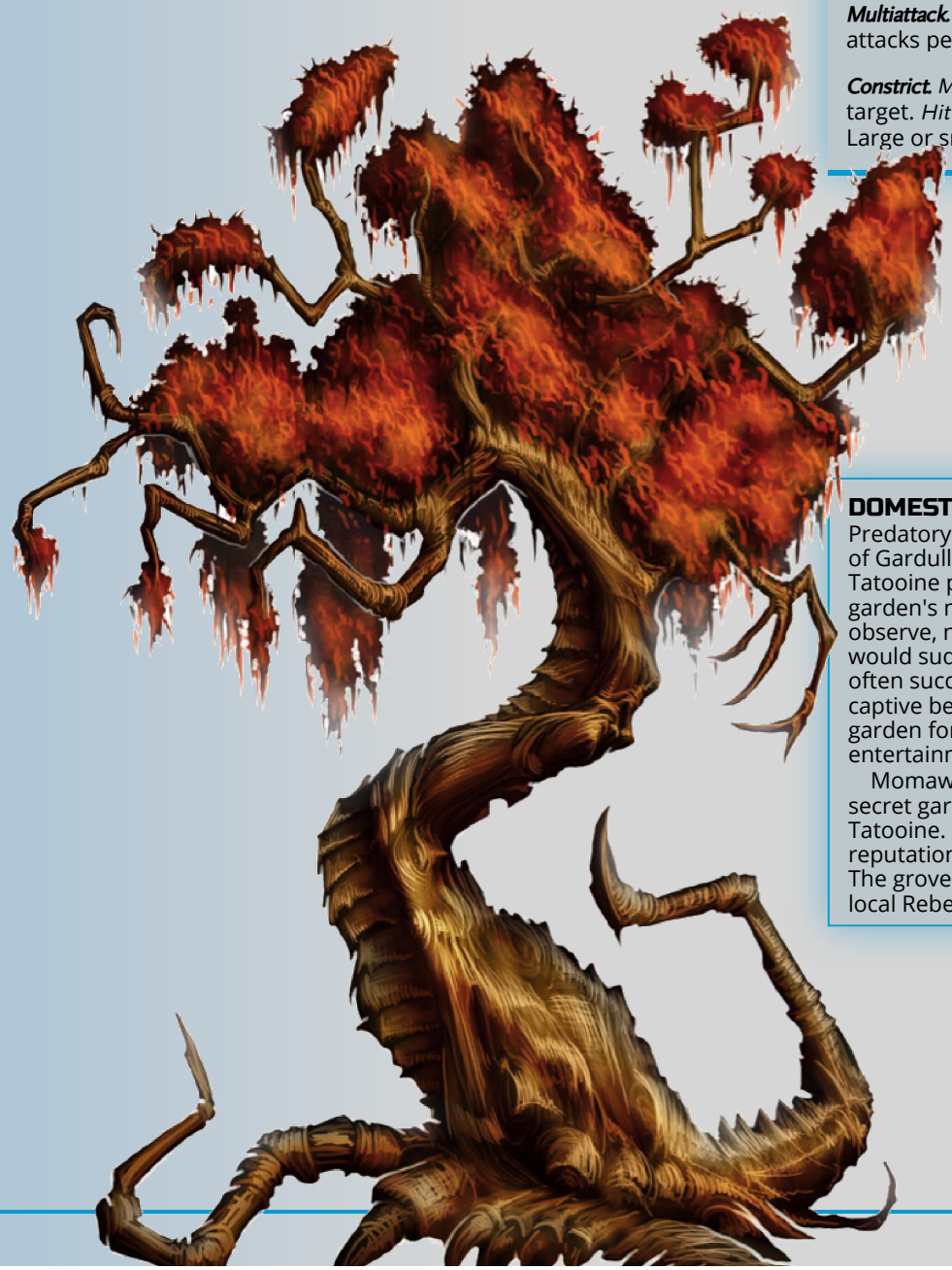
| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 20 (+5) | 6 (-2) | 20 (+5) | 3 (-4) | 6 (-2) | 4 (-3) |

**Damage Resistances** kinetic
**Damage Vulnerabilities** fire
**Condition Immunities** blinded, deafened, frightened, exhaustion
**Senses** blindsight 90 ft., passive Perception 8
**Languages** Basic, any one other of your choice
**Challenge** 7 (2,900 XP)

#### ACTIONS

***Multiattack.*** The vesuvague tree may make two *constrict* attacks per turn.

***Constrict.*** *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit* 11 (1d8 + 5) bludgeoning damage, and a Large or smaller target is grappled (escape DC 16).



#### DOMESTICATED TREES

Predatory vesuvague trees were kept at the south end of Gardulla the Hutt's pleasure garden within her Tatooine palace, located near the Dune Sea. The garden's many denizens and forced tourists would observe, not without horror, how the tree's limbs would suddenly drop and attempt to strangle, more often successfully than not, unwary passersby—captive beings that Gardulla constrained to enter the garden for her own and others' perverse entertainment.

Momaw Nadon planted a vesuvague tree in his secret garden in the mountains south of Mos Eisley on Tatooine. It acted as a watchdog for the site, and its reputation warded off stormtroopers and local police. The grove also concealed a secret chamber for hiding local Rebels.

## VORNSKR

The vornskr, native to the planet Myrkr, are a wild, vicious canine species that have the unusual ability to sense the Force. This ability evolved to help them hunt ysalamiri, but a side effect caused them to think that Force-sensitives were their favorite prey, including Jedi in their appetite. Vornskrs were also used as guards in the Dark Force Temple on Dromund Kaas. The Yuuzhan Vong used the species as a biological template for the voxyn.

***Behavior.*** Vornskrs are primarily nocturnal hunters, and use their whip-like, mildly venomous tails to stun prey before finishing them off with their teeth. They are normally sedate during the day, but hunger or other factors may drive them to hunt during daylight hours.

***Lightsaber Form.*** Before Jedi Master Mace Windu refined it into Vaapad, the Form VII style of lightsaber combat was referred to as the Way of the Vornskr.

### DOMESTICATION

The smuggler Talon Karrde kept two vornskrs, Sturm and Drang, as pets and guard animals, and considered offering them for sale as guard animals. He discovered that cutting off their whip-like tails was similar to castration, since it removed most of their hunting aggression, a fact he detailed in an article published in the Galactic Zoology Monthly.

### VORNSKR

*Small beast, unaligned*

**Armor Class** 12
**Hit Points** 14 (4d6)
**Speed** 40 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 13 (+1) | 15 (+2) | 10 (0) | 3 (-4) | 15 (+2) | 7 (-2) |

**Skills** Perception +4, Stealth +6
**Senses** darkvision 60 ft., passive Perception 14
**Languages** —
**Challenge** 1 (200 XP)

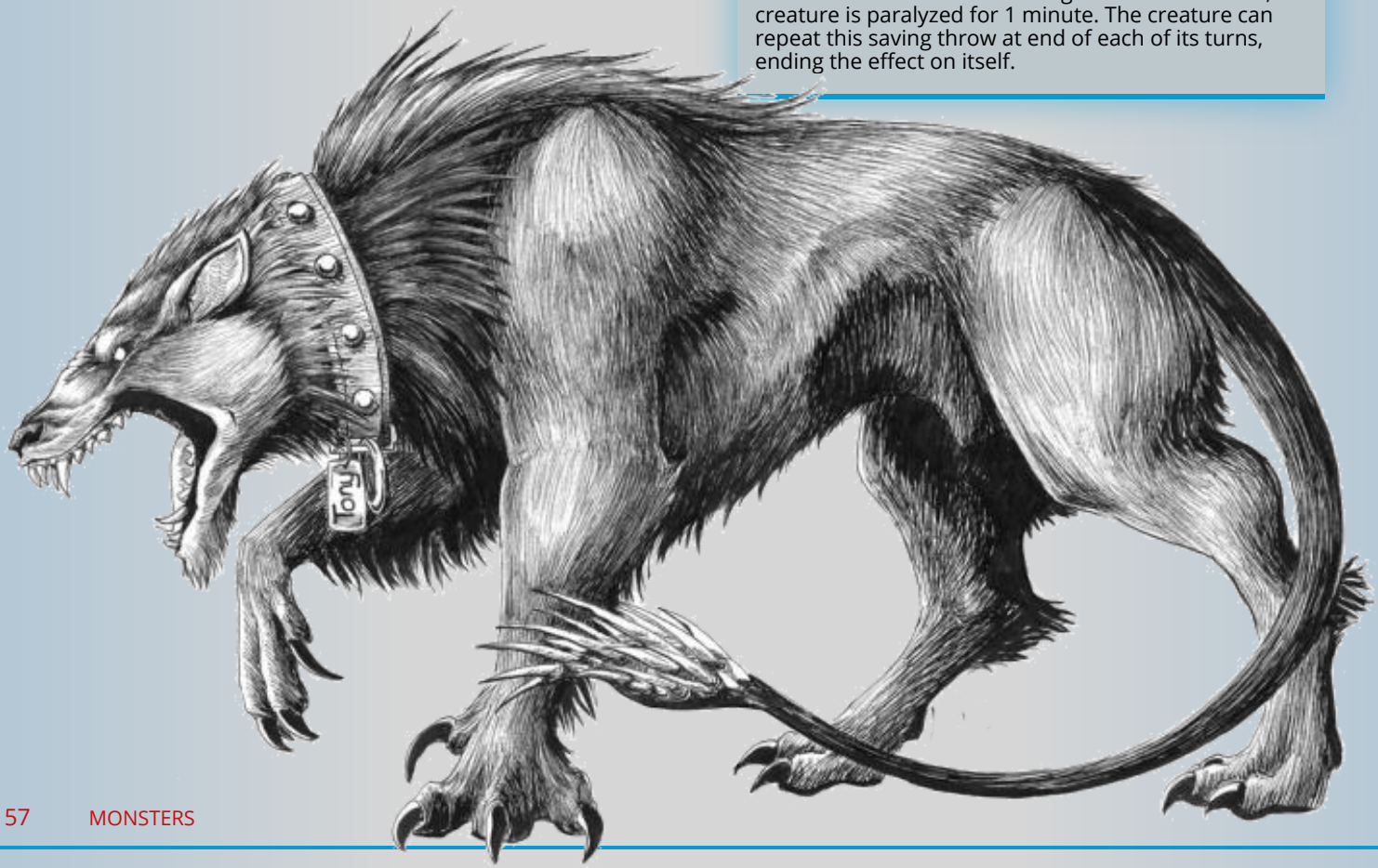
***Force Tracking.*** The vornskr can sense the presence of force creatures and objects up to 1 mile away. It knows the general direction they're in but not their exact locations.

***Keen Smell.*** The vornskr has advantage on Wisdom (Perception) checks that rely on smell.

#### ACTIONS

***Bite.*** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) kinetic damage. If the target is a creature, it must succeed on a DC 12 Strength saving throw or be knocked prone.

***Tail.*** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) kinetic damage plus 7 (2d6) poison damage. If the target is a creature it must also make DC 13 Constitution saving throw. On a failure, a creature is paralyzed for 1 minute. The creature can repeat this saving throw at end of each of its turns, ending the effect on itself.



# VOXYN

Voxyn are a genetic cross between a fero xyn and a vornskr—both deadly predators—shaped into being by the sentient Yuuzhan Vong species. Designed to hunt and kill the Force-sensitive Jedi of the galaxy, the reptilian hounds are all clones of the voxyn queen.

***Biology.*** The cells of voxyn deteriorate at a rapid rate if they are not exposed to a nutrient from the planet Myrkr, and as such, voxyn in other parts of the galaxy typically do not survive for more than a few months. Voxyn are naturally sterile.

***Characteristics.*** Standing one meter high, mature voxyn measure over four meters in length and are reptilian in appearance, although warm-blooded. A pair of oval yellow eyes with excellent night vision are located on the voxyn's flattish head, which has a broad snout over six inches long filled with fangs, and its lithe body is covered in black or green scales and sports eight clawed legs. The toe pads house a hundred deadly retroviruses, whose medium is the green slime that covers the voxyn's claws.

A series of sensory bristles covered in a powerful neurotoxin run down the creature's spine, ending in a whip-like tail that has a white, poisonous barb on it. The poison causes swelling and makes most creatures' flesh red for one to six days. The tail's barb can also be used to deliver a neural shock.

Voxyn also have long, forked tongues and are able to shoot out of its mouth a jet of brown, acid-like saliva that burns anything it touches. The creatures can also emit a sonic blast from their snouts, sending a compression wave that can temporarily disable a person's hearing, make them feel nauseous, and shatter eardrums. Voxyn's purple blood, when exposed to air, becomes a neurotoxin that smells like smoke and ammonia.

Voxyn are fast and agile on their feet, able to jump to great heights, and can swim in and under water.

Voxyn possess the ability to sense Force-sensitives through the Force. Jedi can sometimes feel voxyn as well, registering the creatures as a hungry or feral presence. However, voxyn can hide their presence from Force-sensitives.

## VOXYN

*Large beast, Chaotic Neutral*

**Armor Class** 17
**Hit Points** 180
**Speed** 50 ft. Climbing 30ft

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 20 (+5) | 16 (+3) | 16 (+3) | 10 (0) | 18 (+4) | 7 (-2) |

**Skills** Perception +12, Stealth +11 Atheletics +9
**Damage Resistance** Poison, Acid Energy
**Condition Immunities** Poisoned
**Senses** darkvision 60 ft., passive Perception 20
**Languages** Yuuzhan Vong
**Challenge** 15

**Vacuum Cocoon** The Voxyn are able to create Cocoon's that will allow them to survive the vacuum of space

**Keen Smell** The Voxyn has advantage on Wisdom (Perception) checks that rely on smell.

**Force Tracking** The Voxyn can sense the presence of force creatures and objects up to 1 mile away. It knows the general direction they're in but not their exact locations.

**Unstable Clone Biology** The Voxyn's cells rapidly deteriorate after creation, the Voxyn lifespan usually only last a few months after creation

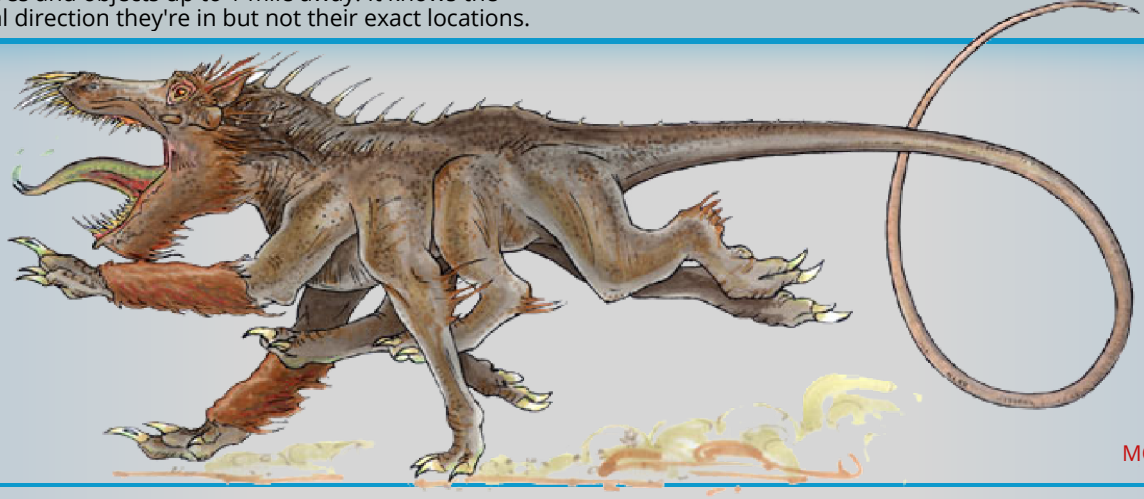
### ACTIONS

***Multiattack.*** Voxyn can make two bite attacks and one tail attack

**Bite.** Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 15 (3d8 + 5) kinetic damage & 12 (2d12) acid damage If the target is a creature, it must succeed on a DC 17 Strength saving throw or be knocked prone.

**Tail.** Melee Weapon Attack: +9 to hit, reach 10 ft., one target. Hit: 17 (4d6 + 5) kinetic damage plus 18 (6d6) poison damage. If the target is a creature it must also make DC 16 Constitution saving throw. On a failure, a creature is paralyzed for 1 minute. The creature can repeat this saving throw at end of each of its turns, ending the effect on itself.

**Sonic Blast (Recharge 5-6).** The Voxyn emits a sonic howl from its snout. Creatures within 30 feet of it must succeed on a DC 16 Constitution saving throw or take 32 (5d10 + 5) Sonic damage, be stunned for 1 minute, and is deafened. Takes half damage on a successful save. A target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.



# WAMPAS

Wampas are semi-sentient predators with humanoid proportions that stand up to 12 feet tall. While they all share characteristics in common, there are three variations of wampa that are distinct based on their native planet.

## SNOW WAMPA

*Large beast, unaligned*

**Armor Class** 12 (natural armor)
**Hit Points** 51 (6d10 + 18)
**Speed** 40 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 19 (+4) | 13 (+1) | 16 (+3) | 5 (-3) | 12 (+1) | 11 (+0) |

**Skills** Perception +3, Stealth +3
**Damage Immunities** cold
**Senses** darkvision 60 ft., passive Perception 13
**Languages** —
**Challenge** 3 (700 XP)

***Fear of Fire.*** If the wampa takes fire damage, it has disadvantage on attack rolls and ability checks until the end of its next turn.

***Keen Smell.*** The wampa has advantage on Wisdom (Perception) checks that rely on smell.

***Snow Camouflage.*** The wampa has advantage on Dexterity (Stealth) checks made to hide in snowy terrain.

### ACTIONS

***Multiattack.*** The wampa makes two attacks, one with its claw and one with its bite.

***Claw.*** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 12 (2d6+5) kinetic damage.

***Bite.*** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. Hit: 7 (1d10+2) kinetic damage. The target is grappled (escape DC 14) Until this grapple ends, the target is restrained, and the Snow Wampa can't bite another target.

## CLIFF WAMPA

*Large beast, unaligned*

**Armor Class** 13 (natural armor)
**Hit Points** 96 (12d10+24)
**Speed** 40 ft., climb 40 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 21 (+5) | 11 (+0) | 18 (+4) | 5 (-3) | 13 (+1) | 12 (+1) |

**Skills** Athletics +8, Perception +4, Stealth +3
**Senses** darkvision 60 ft., passive Perception 14
**Languages** —
**Challenge** 5 (1,800 XP)

***Keen Smell.*** The wampa has advantage on Wisdom (Perception) checks that rely on smell.

***Rocky Camouflage.*** The wampa has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

### ACTIONS

***Multiattack.*** The wampa makes two attacks, one with its claw and one with its bite.

***Claw.*** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. Hit: 7 (2d6+5) kinetic damage.

***Bite.*** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature. Hit: 7 (1d10+5) kinetic damage. The target is grappled (escape DC 16) Until this grapple ends, the target is restrained, and the wampa can't bite another target.

***Throw Boulder.*** *Ranged Weapon Attack:* +8 to hit, reach 5 ft., range 25/50 ft., one target. Hit: 8 (1d8+5) kinetic damage. If the target is a creature, it must succeed a DC 15 Strength saving throw or be knocked prone.

## SWAMP WAMPA

*Large beast, unaligned*

**Armor Class** 13 (natural armor)
**Hit Points** 76 (8d10+32)
**Speed** 40 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 19 (+4) | 11 (0) | 18 (+4) | 5 (-3) | 10(0) | 11 (+0) |

**Skills** Perception +2, Stealth +2
**Senses** darkvision 60 ft., passive Perception 12
**Languages** —
**Challenge** 4 (1,100 XP)

***Putrid Smell.*** The wampa has disadvantage on Dexterity (Stealth) checks. At the start of each wampas turns, each creature within 5 feet of it must succeed on a DC 14 Constitution saving throw or take 10 (4d4) poison damage.

### ACTIONS

***Multiattack.*** The wampa makes two attacks, one with its claw and one with its bite.

***Claw.*** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 7 (2d6+4) kinetic damage.

***Bite.*** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. Hit: 7 (1d10+4) kinetic damage. The target is grappled (escape DC 14). Until this grapple ends, the target is restrained, and the wampa can't bite another target.

# WAR WYRM

The war wyrm, or sith wyrm, was originally an exogorth altered through Sith alchemy by the Dark Lord of the Sith Naga Sadow and designed as a guardian. The ancient Massassi worshiped the beast as a god.

## WAR WYRM

*Gargantuan aberration, chaotic dark*

**Armor Class** 19
**Hit Points** 261 (18d20+72)
**Speed** 50 ft., burrow 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 24 (+7) | 16 (+3) | 18 (+4) | 5 (-3) | 10 (+0) | 8 (-1) |

**Saving Throws** Con +10, Wis +6
**Skills** Athletics +13
**Damage Resistances**
**Senses** Darkvision 60 ft., Blindsight 30 ft., Tremorsense 60 ft., passive Perception
**Languages** Can't speak but understands commands in Sith
**Challenge** 20 (25,000)

***Tunneler.*** The wyrm can burrow through solid rock at half its burrow speed and leaves a 10-foot-diameter tunnel in its wake.

***Legendary resistance (3/day).*** If the wyrm fails a saving throw, it can choose to succeed instead.

***Gargantuan Strength.*** The wyrm's melee weapon attacks are considered enhanced.

***Siege Monster.*** The wyrm deals double damage to objects and structures.

***Sith-born.*** Dark forcecasters and Sith (species) have advantage on Animal Handling checks against war wyrms.

### ACTIONS

***Multiattack.*** The wyrm makes two attacks: one with its bite and one with its tail.

***Bite.*** *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. Hit: 20 (3d8+7) kinetic damage. If the target is a Large or smaller creature, it must succeed on a DC 17 Dexterity saving throw or be swallowed by the wyrm. A swallowed creature is blinded and restrained, it has total cover against attacks and other effects outside the wyrm, and it takes 21 (6d6) acid damage at the start of each of the wyrm's turns.

If the wyrm takes 30 damage or more on a single turn from a creature inside it, the wyrm must succeed on a DC 20 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the wyrm. If the wyrm dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 20 feet of movement, exiting prone.

***Tail.*** *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. Hit: 17 (3d6+7) kinetic damage. If the target is a creature, it must succeed on a DC 19 Strength saving throw or be knocked prone.

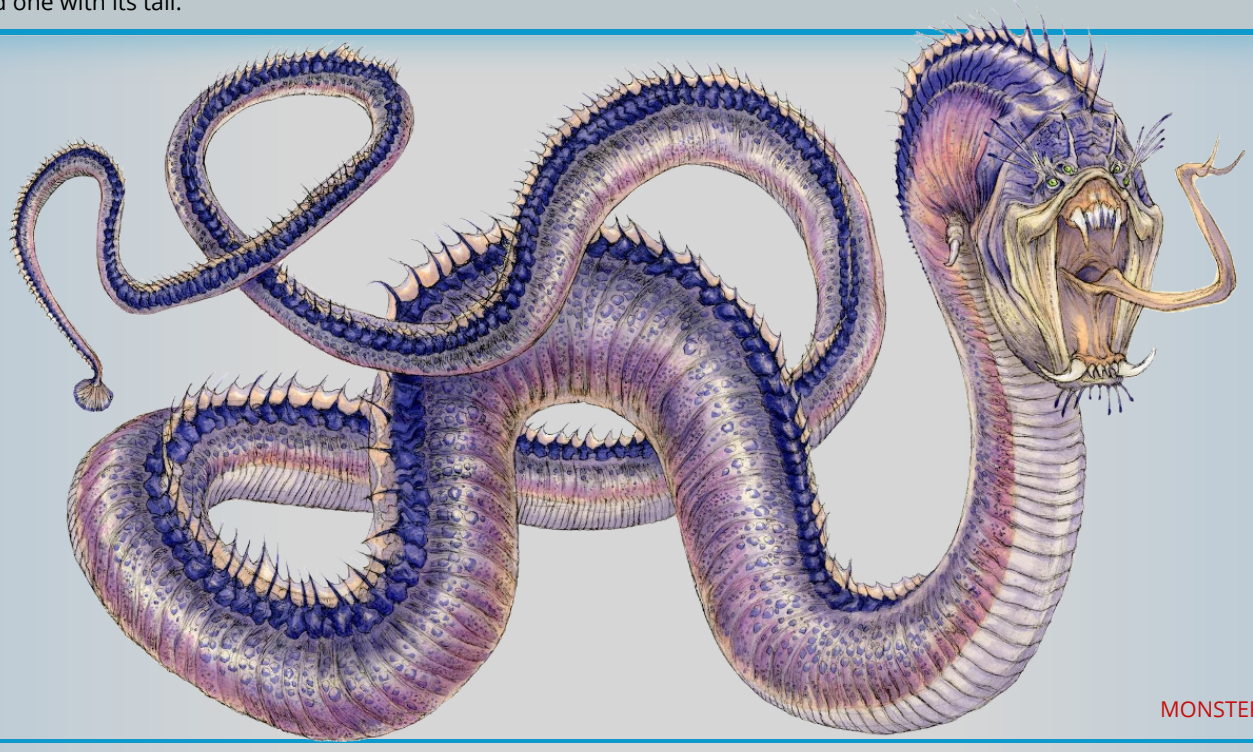
### LEGENDARY ACTIONS

The wyrm can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The wyrm regains spent legendary actions at the start of its turn.

***Cloud of Dust.*** The wyrm lashes out and scatters a dusty wake. Each creature within 10 feet of the wyrm, including around a corner, must succeed on a DC 15 Constitution saving throw or be blinded until the end of the wyrm's next turn. A creature that succeeds on the saving throw is immune to this effect until the end of the wyrm's next turn.

***Tail Attack (Costs 2 Actions.)*** The wyrm makes one tail attack.

***Move.*** The wyrm moves up to its speed.

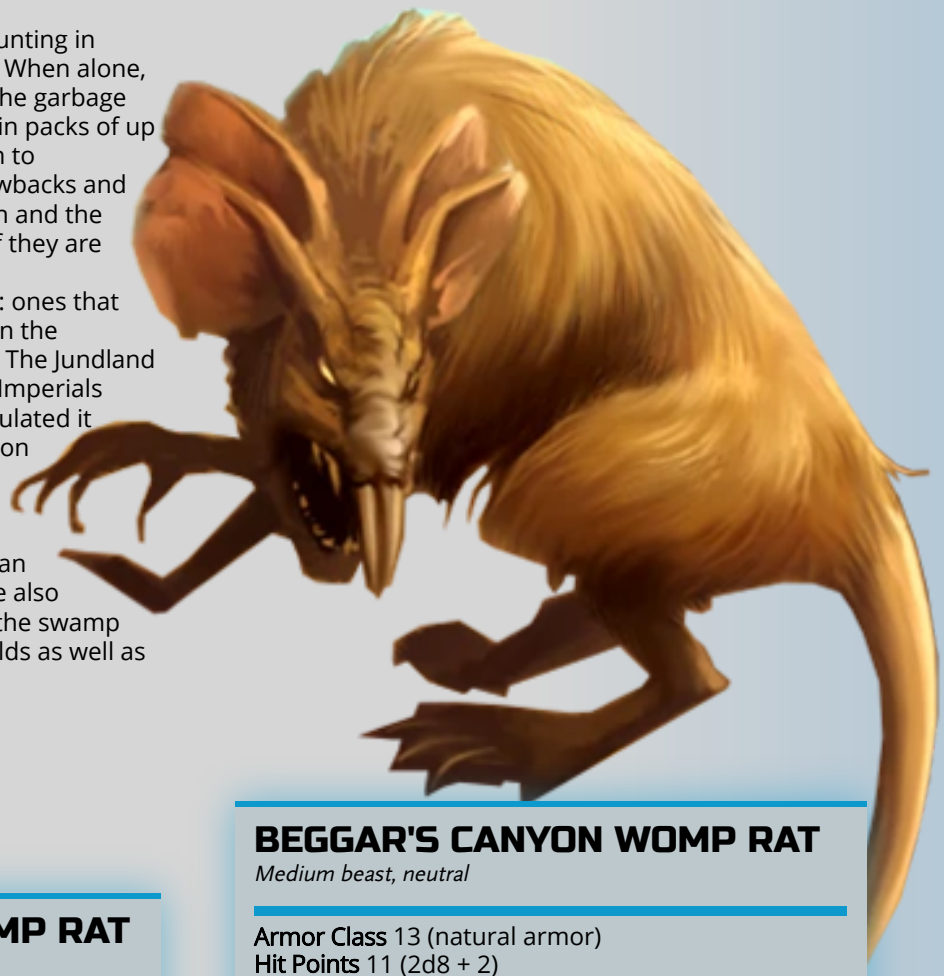


## WOMP RATS

Native to Tatooine, the womp rat is a breed of rodent, and considered hairy, monstrous pests. They moved on four legs tipped with three-clawed paws, and had long tails and ears. Typically not much bigger than two meters, they possessed big, sharp fangs used to seize prey, and had large, yellow eyes.

Womp rats were not timid creatures, hunting in packs and using their fangs to seize prey. When alone, a single womp rat was known to devour the garbage left by moisture farmers. When traveling in packs of up to 20 individuals, Womp Rats were known to overwhelm larger prey items, such as Dewbacks and Banthas. When they bite, their teeth set in and the animals will not release their hold, even if they are killed.

There were three species of womp rats: ones that lived in Beggar's Canyon, ones that lived in the Jundland Wastes, and swamp womp rats. The Jundland Wastes womp rat appeared shortly after Imperials arrived on Tatooine, and some have speculated it was a mutated form of the Beggar's Canyon womp rat, affected by chemicals from Imperial waste dumps. Some of its mutations include a larger size, slower reproduction rate, and lower numbers than Beggar's Canyon womp rat. Their ears are also elongated and winglike. Another variety, the swamp womp rat, was found on a few fringe worlds as well as on Culain.



### JUNDLAND WASTES WOMP RAT

*Large beast, neutral*

**Armor Class** 13 (natural armor)
**Hit Points** 26 (4d10 + 4)
**Speed** 50 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 16 (+3) | 14 (+2) | 13 (+1) | 7 (-2) | 11 (+0) | 8 (-1) |

**Skills** Perception +4
**Senses** passive Perception 14
**Languages** None
**Challenge** 1/2 (100 XP)

***Keen Hearing and Smell.*** The rat has advantage on on Wisdom (Perception) checks that rely on hearing and smell.

#### ACTIONS

***Bite.*** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) kinetic damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

### BEGGAR'S CANYON WOMP RAT

*Medium beast, neutral*

**Armor Class** 13 (natural armor)
**Hit Points** 11 (2d8 + 2)
**Speed** 40 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 12 (+1) | 15 (+2) | 12 (+1) | 3 (-4) | 12 (+1) | 6 (-2) |

**Skills** Perception +3, Stealth +4
**Senses** passive Perception 13
**Languages** None
**Challenge** 1/4 (50 XP)

***Keen Hearing and Smell.*** The rat has advantage on on Wisdom (Perception) checks that rely on hearing and smell.

***Pack Tactics.*** The rat has advantage on an attack roll against a creature if it is grappled by at least one of the rat's allies.

#### ACTIONS

***Bite.*** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 2d4 + 2) kinetic damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be grappled.

## WOOKIEES

Wookiees are a tall species of furry humanoids from the planet Kashyyyk, who grow to a height of nearly three meters. They are covered from head to toe in a thick, shaggy coat of hair with water-shedding properties that notably comes in shades of brown, black, gray, and white. The species has two sexes, female and male. The latter grow long beards in adult life. Wookiee eye color ranges from blue to brown. Wookiees are big eaters, with the average adult requiring 3,500-6,000 calories a day of food.

Wookiees have extendable claws which they use for climbing; using them for anything else violates the Wookiee honor code. Despite their fearsome appearance and volatile temperament, Wookiees are regarded as intelligent, sophisticated, loyal and trusting. When angered, Wookiees are known to descend into a berserker rage. Wookiees have a long lifespan, appearing not to age over a span of fifty years.

***History.*** The softening and repeal of anti-slavery laws under the Empire ultimately led to classifying the Wookiees as non-sentient. The Empire enslaved the Wookiees not because they were a meaningful threat to the Empire but because their massive, robust physiology allowed them to work long and hard in extreme conditions. As a result, many Wookiees were forced into slavery building much of the Imperial war machine, sent to be worked to death in the dangerous spice mines of the planet Kessel, or on construction sites such as the Death Star. Numerous Wookiees were bred for use in medical experimentation, and some were used as playthings, hunted for sport, or forced into gladiatorial combat. Some of these wookiees turned towards darker pursuits after their rough treatment, such as the infamous bounty hunter Black Krrsantan.

## WOOKIEE ENGINEER

*Medium humanoid (wookie), unaligned*

**Armor Class** 15 (hide)
**Hit Points** 60 (8d8 + 24)
**Speed** 30 ft., climb 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 16 (+3) | 14 (+2) | 16 (+3) | 16 (+3) | 12 (+1) | 9 (-1) |

**Skills** Perception +4, Stealth +5, Tech +6
**Senses** darkvision 60 ft., passive Perception 13
**Languages** Galactic Basic, Shyriiwook
**Challenge** 4 (1,100 XP)

***Brute.*** A melee weapon does one extra die of damage when the wookiee hits with it (included in the attack).

***Berserk Charge.*** If the wookiee surprises a creature and hits it with an attack during the first round of combat, the target takes an extar 7 (2d6) damage from the attack.

***Tech Casting.*** The wookiee engineer is a 5th level tech caster (tech save DC 13, + 5 to hit with tech attacks). The wookiee engineer has 23 tech points and knows the following tech powers:

At will: *electrical burst, mending, on/off*

1st level: *element of surprise, kolto pack, repair droid*

2nd level: *hold droid, overheat*

3rd level: *enhance weapon, fabricate trap*

### ACTIONS

***Multiattack.*** The wookiee engineer makes two melee attacks.

***Vibromace.*** *Melee Weapon Attack:* +5 to hit, one target. *Hit:* 12 (2d10 + 3) kinetic damage.

## WOOKIEE HUNTER

*Medium humanoid (wookie), unaligned*

**Armor Class** 17 (hide)
**Hit Points** 117 (18d8 + 36)
**Speed** 30 ft., climb 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 19 (+4) | 18 (+4) | 14 (+2) | 11 (+0) | 15 (+2) | 10 (+0) |

**Skills** Stealth +10, Athletics+7, Perception +5, Survival +8
**Senses** darkvision 60 ft., passive Perception 15
**Languages** Galactic Basic, Shyriiwook
**Challenge** 6 (2,300 XP)

***Brute.*** A melee weapon does one extra die of damage when the wookiee hits with it (included in the attack).

***Precise Attacker.*** The wookiee's weapon attacks score a critical hit on a roll of 18-20. When the wookiee scores a critical hit, it rolls the damage dice three times, instead of twice.

***Surprise Attack.*** If the wookiee surprises a creature during the first round of combat, the wookiee has advantage on the first attack roll against that creature. If the attack hits, it is considered a critical hit.

### ACTIONS

***Multiattack.*** The wookiee makes two melee or two ranged weapon attacks.

***Vibroblade.*** *Melee Weapon Attack:* +7 to hit, one target. *Hit:* 13 (2d8 + 4) kinetic damage or 15 (2d10 + 4) kinetic damage if wielded with two hands.

***Bowcaster.*** *Ranged Weapon Attack:* +7 to hit, range 40/160 ft., one target. *Hit:* 9 (1d10 + 4) energy damage.

***Bowcaster Burst.*** *(Recharge 5-6)* The wookiee sprays a 10-foot-cube area within 40 ft. Each creature in the area must make a DC 15 Dexterity saving throw, taking 9 (1d10 + 4) energy damage on a failed save.

## WOOKIEE BERSERKER

*Medium humanoid (wookie), unaligned*

**Armor Class** 14 (hide)
**Hit Points** 30 (4d8 + 12)
**Speed** 30 ft., climb 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 16 (+3) | 12 (+1) | 17 (+3) | 7 (-2) | 11 (+0) | 10 (+0) |

**Skills** Athletics +5, Intimidation +5
**Senses** darkvision 60 ft., passive Perception 10
**Languages** Galactic Basic, Shyriiwook
**Challenge** 1 (200 XP)

***Aggressive.*** As a bonus action, the wookiee can move up to its speed toward a hostile creature that it can see.

***Reckless.*** At the start of its turn, the wookiee can can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against it have advantage until the start of its next turn.

***Blood Rage.*** When a creature within 5 feet of the wookiee hits it with an attack, the wookiee may use its reaction to immediately make a melee weapon attack with advantage against that creature.

### ACTIONS

***Vibroaxe.*** *Melee Weapon Attack:* +5 to hit, one target. *Hit:* 9 (1d12 + 3) kinetic damage.

## WORRT

Worrts are a non-sentient species that hail from the desert of the planet Tatooine, although they can also be found on Nal Hutta and Phaeda.

***Biology & Appearance.*** Worrts are squat and spiky creatures whose appearance bears similarities to that of chubas. They have brown, warty skin and measure 1.5 meters in height. They are quadrupeds with dexterous forelimbs. A worrt's head features a pair of sensitive cranial palps; two bulbous eyes, yellow in hue; two nostrils; and a large mouth containing a long tongue and strong teeth laced with a venom potent enough to kill a bantha. Worrts lay large amounts of soft eggs, which are harvested for food and used as ingredients in drinks such as Jabba Juice.

***Behavior.*** Worrts feed mostly on insects and rodents. When hungry, a worrt settles into the sand, becoming indistinguishable from a rocky outcropping, and waits for prey to pass. When its victim comes close enough, the worrt throws its tongue out of its mouth and wraps it around the prey. The worrt's tongue then snaps back, throwing the food down its throat.

### WORRT

*Medium beast, unaligned*

**Armor Class** 13 (natural armor)
**Hit Points** 22 (4d8 + 4)
**Speed** 20 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 14 (+2) | 13 (+1) | 12 (+1) | 2 (-4) | 13 (+1) | 3 (-4) |

**Skills** Perception +3, Stealth +3
**Damage Immunities** poison
**Condition Immunities** poisoned
**Senses** darkvision 30 ft., passive Perception 13
**Challenge** 2 (450 XP)

***Stone Camouflage.*** The worrt has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

#### ACTIONS

***Bite.*** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) kinetic damage, and the target is grappled (escape DC 12). Until this grapple ends, the target is restrained, and the worrt can't bite another target. The target must make a DC 10 Constitution saving throw, taking 14 (4d6) poison damage on a failed save, or half as much damage on a success.

***Tongue.*** The worrt targets one Small or smaller creature that it can see within 15 feet of it. The target must make a DC 12 Strength saving throw. On a failed save, the target is pulled into an unoccupied space within 5 feet of the worrt, and the worrt can make a bite attack against it as a bonus action.

### GIANT WORRT

*Large beast, unaligned*

**Armor Class** 14 (natural armor)
**Hit Points** 45 (6d10 + 12)
**Speed** 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 16 (+3) | 13 (+1) | 15 (+2) | 3 (-4) | 14 (+2) | 3 (-4) |

**Skills** Perception +4, Stealth +3
**Damage Immunities** poison
**Condition Immunities** poisoned
**Senses** darkvision 60 ft., passive Perception 14
**Challenge** 4 (1,100)

***Stone Camouflage.*** The worrt has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

#### ACTIONS

***Bite.*** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) kinetic damage, and the target is grappled (escape DC 13). Until this grapple ends, the target is restrained, and the worrt can't bite another target. The target must make a DC 10 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a success.

***Swallow.*** The worrt makes a bite attack against a Medium or smaller target it is grappling. On a hit, the target is swallowed, and the grapple ends. The swallowed target is blinded and restrained, it has total cover against attacks and other effects outside the worrt, and it takes 14 (4d6) acid damage at the start of each of the worrt's turns. The worrt can have only one target swallowed at a time.

If the worrt dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 5 feet of movement, exiting prone.

## WRAID

Wraids are large reptilian creatures found on many desert planets around the galaxy, including Tatooine, Korriban, and Tython.

***Biology & Appearance.*** Wraids are pinkish-red in color and have very powerful front legs, enabling them to move quickly when agitated by means of long, bounding strides. They have large claws at the end of their feet and sharp teeth, making them dangerous to the unwary. They also have two small back legs.

***Behavior.*** Wraids are often seen in clusters from two to six members. Generally, they will not harm passersby unless provoked, at which point their danger becomes immediately apparent.

***Hunting.*** Because of their ferocious appearance and short temper, they are a popular quarry of less-experienced big game sport hunters from around the galaxy. When the settlement of Anchorhead was founded, hunting wraids developed into a marketable trade with the opening of hunting lodges and salespeople dealing in wraid skull plates purchased from hunters.

Their skull plates are rumored to have medicinal uses, but the market for them is very specific.

### WRAID

*Medium beast, unaligned*

**Armor Class** 16 (natural armor)
**Hit Points** 63 (6d10+33)
**Speed** 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 16 (+3) | 8 (-1) | 17 (+3) | 4 (-3) | 10 (0) | 8 (-1) |

**Skills** Athletics +5
**Senses** passive Perception 10
**Challenge** 2 ( XP)

***Charge.*** If the Wraid moves at least 20 ft. straight toward a target and then hits it with a ram Attack on the same turn, the target takes an extra 4 (2d8) kinetic damage. If the target is a creature, it must succeed on a DC 10 Strength saving throw or be knocked prone.

#### ACTIONS

***Multiattack.*** The Wraid makes two attacks, once with its ram and one with its claws.

***Ram.*** Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 11 (3d6 + 3) bludgeoning damage.

***Claws.*** Melee Weapon Attack: +3 to hit, reach 5 ft., one creature. Hit: 7 (2d4+3) kinetic damage.

## WYYYSCHOKK

Also known as webweavers, or Kashyyykian giant weavers, Wyyyschokk are arachnids that live in the lower levels of Kashyyyk's "multilayered deathtrap" ecosystem.

Wyyyschokk hold the distinction of being the most dangerous predator on Kashyyyk, signifying them as one of the most dangerous in the galaxy.

***Behavior.*** They are intelligent enough to coordinate ambushes on unsuspecting creatures, and have the tenacity to track their prey for over a kilometer. When attacking, they immobilize their victims with thick strands of web and copious amounts of poisonous fluid from their upraised mandibles.

***Range.*** While most wyyyschokk live deep in the lower levels of the wroshyr forests, some populations can also be found in the Etyyy region where no kilometer-high forests grow, while others live in the ShadowWeave Caverns in the Kkowir Forest.

### WYYYSCHOKK

*Medium beast, unaligned*

**Armor Class** 14 (natural armor)
**Hit Points** 78 (12d8 + 24)
**Speed** 40 ft., climb 40 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 14 (+2) | 17 (+3) | 14 (+2) | 5(-3) | 13 (+1) | 4 (-3) |

**Skills** Stealth +9
**Senses** blindsight 10 ft., darkvision 60 ft., passive Perception 11
**Languages** —
**Challenge** 4 (1,100 XP)

***Pack Tactics.*** The wyyyschokk has advantage on an attack roll against a creature if at least one of the wyyyschokk's allies is within 5 ft. of the creature and the ally isn't incapacitated.

***Spider Climb.*** The wyyyschokk can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

***Web Walker.*** The wyyyschokk ignores movement restrictions caused by webbing.

#### ACTIONS

***Bite.*** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) kinetic damage, and the target must make a DC 11 Constitution saving throw, taking 21 (6d6) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

***Web (Recharge 5-6).*** *Ranged Weapon Attack:* +6 to hit, range 30/60 ft., one creature. *Hit:* The target is restrained by webbing. As an action, the restrained target can make a DC 12 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 10; hp 5; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage).

## YSALAMIR

Ysalamiri are furry, lizard-like tree-dwellers about 50cm in length, native to the planet Myrkr, and most known for their ability to create a Force-neutral bubble. This ability evolved in response to predation by the Force-sensitive vornskrs. Many ysalamiri grouped together would expand their Force-neutral bubble by varying distances – sometimes by kilometers.

Ysalamiri sink their claws into the Olbio trees on which they live and draw nutrients. It is very difficult to remove a ysalamir from its tree without killing it, although this has been known to happen. Some few have developed back harness or nutrient frames which allow transport of the ysalamiri and, therefore, their Force repelling bubble.

Ysalamiri do not actually negate the Force; since all existence is infused with Force energy, this would not be possible. Rather, they project a bubble inside which users are unable to exert any influence over the Force. A single bubble measures a few meters in diameter; large groups of ysalamiri could extend their collective bubble by kilometers, but only in great numbers.

Miriskin was a commodity made from ysalamir skin.

### YSALAMIR

*Small beast, unaligned*

**Armor Class** 10
**Hit Points** 3 (1d6)
**Speed** 15 ft. climb 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 2 (-4) | 11 (+0) | 10 (+0) | 1 (-5) | 8 (-1) | 3 (-4) |

**Senses** darkvision 30 ft., passive Perception 9
**Languages** —
**Challenge** 0 (10 XP)

***Force Nulify.*** The Ysalamir create a 10ft radius bubble that neutralizes the presence of the force. The bubble doubles in radius for each Ysalamir standing inside it.

#### ACTIONS

***Bite.*** *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. Hit: 1 kinetic damage.

### YSALAMIRI SWARM

*Medium swarm of tiny beasts, unaligned*

**Armor Class** 10
**Hit Points** 28 (8d6)
**Speed** 15 ft., climb 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 8 (-1) | 11 (+0) | 10 (+0) | 1 (-5) | 8 (-1) | 3 (-4) |

**Condition Immunities** charmed, frightened, paralyzed, petrified, prone, restrained, stunned
**Senses** darkvision 30 ft., passive Perception 9
**Languages** —
**Challenge** 1/2 (100 XP)

***Swarm.*** The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Small ysalamiri. The swarm can't regain hit points or gain temporary hit points.

***Force Nullify.*** The Swarm of Ysalamiri create a 1080 ft. radius bubble that neutralizes the presence of the force, or a 80 ft. radius bubble if the swarm has half its hit points or fewer.

#### ACTIONS

***Bites.*** *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target in the swarm's space. *Hit:* 5 (2d4) kinetic damage, or 2 (1d4) kinetic damage if the swarm has half of its hit points or fewer.

# MISCELLANEOUS BEASTS

## ARYX

Warm-blooded avians that live on Cerea, the species is carnivorous and far taller than the sentient Cereans.

### ARYX

*Large beast, unaligned*

**Armor Class** 12
**Hit Points** 19 (3d10 + 3)
**Speed** 50 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 14 (+2) | 15 (+2) | 12 (+1) | 2 (-4) | 10 (0) | 5 (-3) |

**Senses** passive Perception 10
**Challenge** 1/4 (50 XP)

#### ACTIONS

***Beak.*** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) kinetic damage.

***Talons.*** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 6 (1d8 + 2) kinetic damage.

## BOAR-WOLF

About 3 meters tall; and having sharp teeth, a humped back, and two tusks; boar-wolves live on Endor's moon.

### BOAR-WOLF

*Large beast, unaligned*

**Armor Class** 12 (natural armor)
**Hit Points** 42 (5d10 + 5)
**Speed** 40 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 17 (+3) | 10 (0) | 16 (+3) | 2 (-4) | 7 (-2) | 5 (-3) |

**Senses** darkvision 60 ft., passive Perception 8
**Challenge** 2 (450 XP)

***Charge.*** If the boar-wolf moves at least 20 ft. toward a target and hits it with a tusk attack on that turn, the target takes an extra 7 (2d6) kinetic damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

***Keen Ears and Nose.*** The beast has advantage on Wisdom (Perception) checks that rely on hearing or smell.

***Relentless (Recharges after a Short or Long Rest).*** If the boar-wolf takes 10 damage or less that would reduce it to 0 hit points, it is reduced to 1 hit point instead.

#### ACTIONS

***Tusk.*** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) kinetic damage.

## CLODHOPPER

Clodhoppers are omnivorous, dim-witted, flightless avians from Naboo that are rarely more than three feet tall. They feed in swarms.

### CLODHOPPER

*Small beast, unaligned*

**Armor Class** 13 (natural armor)
**Hit Points** 22 (4d6 + 8)
**Speed** 20 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 14 (+2) | 8 (-1) | 14 (+2) | 1 (-5) | 10 (0) | 5 (-3) |

**Senses** passive Perception 10
**Languages** —
**Challenge** 1/4 (50 XP)

***Standing Leap.*** The clodhopper's long jump is up to 20 ft. and its high jump is up to 10 ft., with or without a running start.

#### ACTIONS

***Beak.*** Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) kinetic damage.

## EOPIES

Domesticated, quadruped herbivores native to the planet Tatooine. They often work as transports or beast of burden, though they were often bad-tempered and stubborn.

### EOPIE

*Large beast, unaligned*

**Armor Class** 9
**Hit Points** 13 (2d10+2)
**Speed** 50 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 16 (+3) | 8 (-1) | 15 (+2) | 2 (-4) | 8 (-1) | 4 (-3) |

**Senses** passive Perception 9
**Languages** —
**Challenge** 1/8 (25 XP)

#### ACTIONS

***Bite.*** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) kinetic damage.

## EWOK PONY

Ponies originated somewhere in the galaxy, and were introduced to the Endor Moon by human scouting parties prior to the Galactic Civil War. The native Ewoks, used them as mounts for hunting on ground level.

### EWOK PONY

*Medium beast, unaligned*

**Armor Class** 10
**Hit Points** 11 (2d8 + 2)
**Speed** 40 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 15 (+2) | 10 (0) | 13 (+1) | 2 (-4) | 11 (0) | 7 (-2) |

**Senses** passive Perception 10
**Languages** —
**Challenge** 1/8 (25 XP)

#### ACTIONS

***Hooves.*** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) kinetic damage.

## FATHIER

Fathiers are a species of non-sentient quadrupeds that are often used as mounts. Wealthy inhabitants of Kergans and Cantonica ride them in competition.

### FATHIER

*Large beast, unaligned*

**Armor Class** 11
**Hit Points** 26 (4d10 + 4)
**Speed** 60 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 18 (+4) | 12 (+1) | 13 (+1) | 3 (-4) | 12 (+1) | 8 (-1) |

**Skills** Athletics +6
**Senses** passive Perception 11
**Languages** —
**Challenge** 1/2 (100 XP)

***Keen Hearing.*** The fathier has advantage on Wisdom (Perception) checks that rely on hearing.

***Trampling Charge.*** If the fathier moves at least 20 ft. straight toward a creature and then hits it with a hooves attack on the same turn, that target must succeed on a DC 14 Strength saving throw or be knocked prone. If the target is prone, the fathier can make another attack with its hooves against it as a bonus action.

#### ACTIONS

***Hooves.*** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) kinetic damage.

## FYRNOCK

Fyrnocks were silicon-based creatures found inhabiting Fort Anaxes, a military base used by the Grand Army of the Republic during the Clone Wars. Fyrnocks were hurt by sunlight and could only live under the cover of darkness, in which they became fierce predators. However, they were immune to lights that were not solar-based.

### FYRNOCK

*Medium beast, unaligned*

**Armor Class** 14 (natural armor)
**Hit Points** 16 (3d8 + 3)
**Speed** 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 15 (+2) | 16 (+3) | 13 (+1) | 3 (-4) | 10 (0) | 7 (-2) |

**Skills** Stealth +5
**Senses** darkvision 120 ft., passive Perception 10
**Languages** —
**Challenge** 1/2 (100 XP)

***Reckless.*** At the start of its turn, the fyrnock can gain advantage on all melee weapon attack rolls it makes during that turn, but attack rolls against it have advantage until the start of its next turn.

***Sunlight Hypersensitivity.*** The fyrnock takes 5 fire damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

#### ACTIONS

***Multiattack.*** The fyrnock makes two claw attacks.

***Claw.*** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) kinetic damage.

## GEEJAW

Geejaws are inquisitive reptavians native to Endor and known for their wide variety of calls and mimicry. They are small red birds with sharp beaks which they used to build nests. They lay several eggs at a time, with both parents caring for helpless chicks.

Common prey of the temptors and other animals on Endor, geejaws have to build nests high above ground or in hard to reach places.

### GEEJAW

*Tiny beast, unaligned*

**Armor Class** 12
**Hit Points** 1 (1d4 - 1)
**Speed** 10 ft., fly 50 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 2 (-4) | 14 (+2) | 8 (-1) | 3 (-4) | 12 (+1) | 7 (-2) |

**Skills** Perception +3
**Senses** passive Perception 11
**Languages** —
**Challenge** 0 (10 XP)

***Mimicry.*** The geejaw can mimic simple sounds it has heard, such as a person whispering, a baby crying, or an animal chittering. A creature that hears the sounds can tell they are imitations with a successful DC 10 Wisdom (Insight) check.

#### ACTIONS

***Beak.*** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 1 kinetic damage.

## GREYSOR

The Greysor is a four legged, carnivorous primate from the planet of Naboo. It was long used during hunts and birding parties by the Nabooian aristocracy.

### GREYSOR

*Small beast, unaligned*

**Armor Class** 12
**Hit Points** 7 (2d6)
**Speed** 40 ft., burrow 10 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 8 (-1) | 15 (+2) | 10 (0) | 5 (-3) | 13 (+1) | 6 (-2) |

**Senses** passive Perception 11
**Languages** —
**Challenge** 1/8 (25 XP)

***Keen Sight and Smell.*** The greysor has advantage on Wisdom (Perception) checks that rely on sight and smell.

***Pack Tactics.*** The greysor has advantage on an attack roll against a creature if at least one of the greysor's allies is within 5 ft. of the creature and the ally isn't incapacitated.

#### ACTIONS

***Bite.*** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) kinetic damage.

## HIVE RAT

Hive rats were enormous, nearly hairless, rapacious rodents who inhabited the sewers and lowest levels of Coruscant. The mutant rat species was often believed to be the result of ecosystem damage and exposure to sewage, pollution, and reactor radiatio

### HIVE RAT

*Medium beast, unaligned*

**Armor Class** 11
**Hit Points** 22 (3d8 + 9)
**Speed** 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 16 (+3) | 12 (+1) | 16 (+3) | 2 (-4) | 10 (0) | 4 (-3) |

**Skills** Perception +3, Stealth +4
**Damage Resistances** acid, poison
**Condition Immunities** poisoned
**Senses** darkvision 60 ft., passive Perception 13
**Languages** —
**Challenge** 1/4 (50 XP)

***Keen Smell.*** The hive rat has advantage on Wisdom (Perception) checks that rely on smell.

***Pack Tactics.*** The hive rat has advantage on an attack roll against a creature if at least one of the hive rat's allies is within 5 ft. of the creature and the ally isn't incapacitated.

#### ACTIONS

***Bite.*** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) kinetic damage, and the target is grappled (escape DC 15).

## HRUMPH

The hrumphs were powerful, thick-necked herbivores native to the Gungan swamps of the Mid Rim planet Naboo.

Hrumphs received their name from the loud, deep, guttural sounds they produced. They had four long horns for defense and for the protection of their two long, sensitive ears.

### HRUMPH

*Large beast, unaligned*

**Armor Class** 11 (natural armor)
**Hit Points** 45 (6d10 + 12)
**Speed** 40 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 21 (+5) | 8 (-1) | 15 (+2) | 2 (-4) | 12 (+1) | 6 (-2) |

**Senses** X, passive Perception 11
**Languages** —
**Challenge** 2 (450 XP)

***Charge.*** If the hrumph moves at least 20 ft. straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 9 (2d8) bludgeoning damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

#### ACTIONS

***Gore.*** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) kinetic damage.

## JAKRAB

These herbivores would get food and water from plants and shrubs relying on a small nipping beak and a wide, 180-degree vision range for protection from predators like anooba. They had long ears which they used for hearing, heat dissipation, and communication. These ears relayed the creatures' attitude. When alarmed, they would put both ears up; when curious, they would put one ear up and leave the other down; when all was well, they would simply leave both ears down.

### JAKRAB

*Tiny beast, unaligned*

**Armor Class** 12
**Hit Points** 3 (2d4 - 2)
**Speed** 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 4 (-3) | 15 (+2) | 7 (-2) | 3 (-4) | 12 (+1) | 8 (-1) |

**Skills** Perception +3
**Senses** passive Perception 13
**Languages** —
**Challenge** 0 (10 XP)

***Keen Hearing.*** The jakrab has advantage on Wisdom (Perception) checks that rely on hearing.

#### ACTIONS

***Bite.*** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 1 kinetic damage.

## JUBBA BIRD

Jubba birds are found on the planet Dagobah. They have purple and brown colored skin, with a yellow beak, two wings, a lengthy tail and a pair of spindly legs. Known for their soothing songs, they live in the planet's swamplands, where they use mud scooped from Dragonsnake Bog to make heavy nests that weigh down the trees they are built in.

### JUBBA BIRD

*Tiny beast, neutral*

**Armor Class** 12
**Hit Points** 5 (2d4)
**Speed** 10 ft., fly 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 5 (-3) | 16 (+3) | 10 (0) | 7 (-2) | 14 (+2) | 7 (-2) |

**Skills** Insight +6, Percpetion +4
**Senses** passive Perception 14
**Languages** understands Galactic Basic but can't speak, telepathy 60 ft.
**Challenge** 1/4 (50 XP)

***Advanced Telepathy.*** The jubba bird can perceive the content of any telepathic communication used within 60 feet of it, and it can't be surprised by creatures with any form of telepathy.

***Force Sensitive.*** The jubba bird's forcecasting ability is Wisdom (power save DC 12, +4 to hit with force attacks). The jubba bird innately knows the following force powers:

At-will: *sense emotions*

#### ACTIONS

***Talons.*** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) kinetic damage.

## KAADU

Kaadu, native to Naboo, travel in herds numbering in the millions. They are amphibious, being able to stay underwater for up to two hours. Kaadu build their nests in muddy swamps and grassy plains, where the females lay between 100 and 250 eggs at a time.

### KAADU

*Large beast, unaligned*

**Armor Class** 10 (natural armor)
**Hit Points** 13 (2d10+2)
**Speed** 40 ft., swim 30 ft.

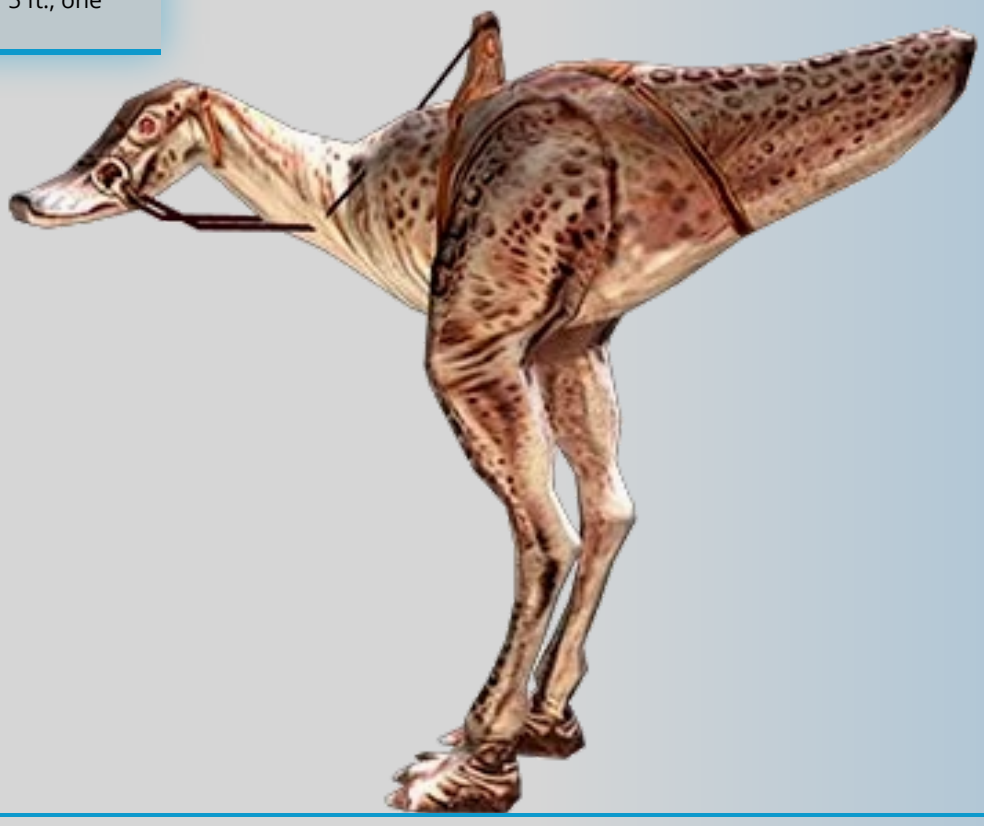
| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 14 (+2) | 10 (+0) | 13 (+1) | 2 (-4) | 10 (+0) | 5 (-3) |

**Senses** passive Perception 10
**Languages** –
**Challenge** 1/8 (25 XP)

***Sure-Footed.*** The kaadu has advantage on Strength and Dexterity saving throws made against effects that would knock it prone.

#### ACTIONS

***Hooves.*** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4+2) kinetic damage.



## MOOF

A moof has hoofed feet, a thick hide, and secrets milk. There are individuals who milk moofs, which inspired the term "moof-milker," an insult to a person's intelligence. After recovering the Millennium Falcon, Han Solo used the insult in reference to whoever added a compressor to the ship's hyperdrive; in this case, it was Unkar Plutt, the previous owner of the ship.

### MOOF

*Large beast, unaligned*

**Armor Class** 11 (natural armor)
**Hit Points** 34 (4d10 + 12)
**Speed** 50 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 18 (+4) | 10 (0) | 17 (+3) | 2 (-4) | 12 (-1) | 5 (-3) |

**Senses** passive Perception 9
**Languages** —
**Challenge** 2 (450 XP)

***Charge.*** If the moof moves at least 20 feet straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 9 (2d8) kinetic damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

***Beast of Burden.*** The moof is considered to be a Huge animal for the purposes of determining its carrying capacity.

#### ACTIONS

***Gore.*** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) kinetic damage.

## MOTT

Motts were a species of non-sentient, horn-nosed herbivores found on the planet of Naboo. They fed off swamp vegetation.

Motts were a species of stubby-legged quadrupeds that measured 1.10 meters at the shoulder. They had skin, sharp claws, small horns on their snouts. They had a high reproduction rate, with 15 young per litter. They were herbivores that fed on swamp vegetation.

Despite being herbivores, some motts could display aggressive behavior. They used their horns for defense, mating disputes, and for rooting in the mud for food

Motts evolved on the planet of Naboo, in the Mid Rim region of the galaxy. Their flesh was consumed by sentients.

### MOTT

*Small beast, unaligned*

**Armor Class** 10
**Hit Points** 10 (3d6)
**Speed** 25 ft., burrow 10 ft., swim 25 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 13 (+1) | 11 (0) | 10 (0) | 2 (-4) | 9 (-1) | 5 (-3) |

**Senses** passive Perception 9
**Languages** —
**Challenge** 2 (450 XP)

***Charge.*** If the mott moves at least 15 ft. straight toward a target and then hits it with a ram attack on the same turn, the target takes an extra 3 (1d6) kinetic damage.

***Keen Hearing.*** The mott has advantage on Wisdom (Perception) checks that rely on hearing.

#### ACTIONS

***Ram.*** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) kinetic damage.

## NERF

Nerfs were a species of furry, non-sentient animals raised for their milk, meat, and hide. They could be found on a variety of planets across the galaxy, from Alderaan to Lothal. Despite their usefulness, nerfs were often regarded as disgusting because of their strong body odor.

### NERF

*Large beast, unaligned*

**Armor Class** 11 (natural armor)
**Hit Points** 30 (4d10 + 8)
**Speed** 50 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 18 (+4) | 10 (+0) | 15 (+2) | 3 (-4) | 12 (+1) | 5 (-3) |

**Skills** Perception +3
**Senses** darkvision 60 ft., passive Perception 13
**Languages** —
**Challenge** 2 (450 XP)

***Charge.*** If the nerf moves at least 20 feet straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 9 (2d8) kinetic damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

#### ACTIONS

***Gore.*** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) kinetic damage.

***Spit.*** *Ranged Weapon Attack:* +2 to hit, range 15/30 ft., one target. *Hit:* 2 (1d4) acid damage.

## NUNA

Nunas, also known as swamp turkeys are diminutive bipeds that live in the swamps of Naboo. These birds cannot fly and are known for their stupidity, but are also adaptable and easy to care for. Nunas have spread across the galaxy, prized for their meat and eggs. They are omnivores, feeding mostly on plants and, on rare occasions, fish. An average nuna can feed a family of four. Nunas are also used as a ball in nuna-ball. When nunas become angry or intimidated, they can inflate their body to a larger size.

### NUNA

*Tiny beast, unaligned*

**Armor Class** 11
**Hit Points** 5 (2d4)
**Speed** 20 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 7 (-2) | 12 (+1) | 10 (0) | 2 (-4) | 13 (+1) | 5 (-3) |

**Damage Resistance** kinetic while inflated
**Senses** passive Perception 11
**Languages** —
**Challenge** 1/4 (50 XP)

***Inflate (Recharges after a Short or Long Rest).*** As a bonus action, the nuna increases in size for 1 minute. Anything it is wearing or carrying does not increase in size. While inflated, the nuna is Small, doubles its damage dice on attacks (included in the attacks), and makes Charisma (Intimidation) checks with advantage. If the nuna lacks the room to become Small, it attains the maximum size possible in the space available.

#### ACTIONS

***Talons.*** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) kinetic damage or 6 (2d4 +1) kinetic damage while inflated.

## ROCK WART

Rock warts were orange/brown insect-like crustaceans found on many planets. Their bite delivered a neurotoxin to their victim, which was then used as an incubator for up to twenty eggs.

### ROCK WART

*Small beast, unaligned*

**Armor Class** 12 (natural armor)
**Hit Points** 13 (3d8)
**Speed** 30 ft., climb 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 13 (+1) | 15 (+2) | 11 (+0) | 1 (-5) | 9 (-1) | 3 (-4) |

**Skills** Stealth +4
**Senses** blindsight 30 ft., passive Perception 9
**Languages** -
**Challenge** 1/8 (25 XP)

#### ACTIONS

***Bite.*** *Melee Weapon Attack:* +3 to hit, Reach 5 ft., one target. *Hit:* 1 (1d3-1) kinetic damage, and the target must make a Constitution saving throw (DC 14). On a success, the creature is unaffected by the venom. On a failure, the creature loses 1d6 Strength, then must attempt another save 1 minute (10 rounds) later. If the second save fails, the creature loses an additional 1d6 Strength. If this reduces the creature's Strength to 0 or lower, it dies.

## SCURRIER

Scurriers are a species of small creatures native to Tatooine. The bipedal runners sport an elongated snout, horn-like appendages, and a pointed tail. They are present in the streets of cities like Mos Eisley and in the vicinity of more isolated settlements like the Lars moisture farm.

### SCURRIER

*Small beast, unaligned*

**Armor Class** 11 (natural armor)
**Hit Points** 7 (2d6)
**Speed** 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 7 (-2) | 15 (+2) | 11 (+0) | 2 (-4) | 10 (-0) | 4 (-3) |

**Senses** Darkvision 60 ft., Passive Perception 10
**Languages** -
**Challenge** 1/4 (50 XP)

***Keen Smell.*** The scurrier has advantage on Wisdom (Perception) checks that rely on smell.

***Pack Tactics.*** The scurrier has advantage on an attack roll against a creature if at least one of the scurrier's allies is within 5 feet of the creature and the ally isn't incapacitated.

#### ACTIONS

***Bite.*** Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 4 (1d4 + 2) kinetic damage.

***Ram.*** Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 8 (2d4 + 2) kinetic damage.

## SHAAK

Shaaks are a species of non-sentient herbivores that graze on the grasslands of Naboo. Gentle and non-threatening, shaaks are slow movers. They have four legs, brown leathery skin, and their bodies are plump with blubber. Shaaks are unable to swim, due to their size, and so avoid the swamps of Naboo. If infected with the waterborne Blue Shadow Virus, shaaks will die instantly, while members of most other species have 48 hours to live before the virus becomes fatal.

### SHAAK

*Large beast, unaligned*

**Armor Class** 10
**Hit Points** 25 (3d10 + 9)
**Speed** 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 16 (+3) | 10 (0) | 16 (+3) | 2 (-4) | 10 (0) | 5 (-3) |

**Damage Resistance** kinetic from unenhanced weapons
**Senses** passive Perception 10
**Languages** —
**Challenge** 1/8 (25 XP)

#### ACTIONS

***Ram.*** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) kinetic damage.

## SIBIAN HOUND

Sibian hounds are a type of hound native to the planet Corellia. A fleet-footed, loud-barking, vicious species, they are often used for attack and hunting, but do not make good pets.

### SIBIAN HOUND

*Medium beast, unaligned*

**Armor Class** 13 (natural armor)
**Hit Points** 11 (2d8+2)
**Speed** 40 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 12 (+1) | 15 (+2) | 12 (+1) | 3 (-4) | 12 (+1) | 6 (-2) |

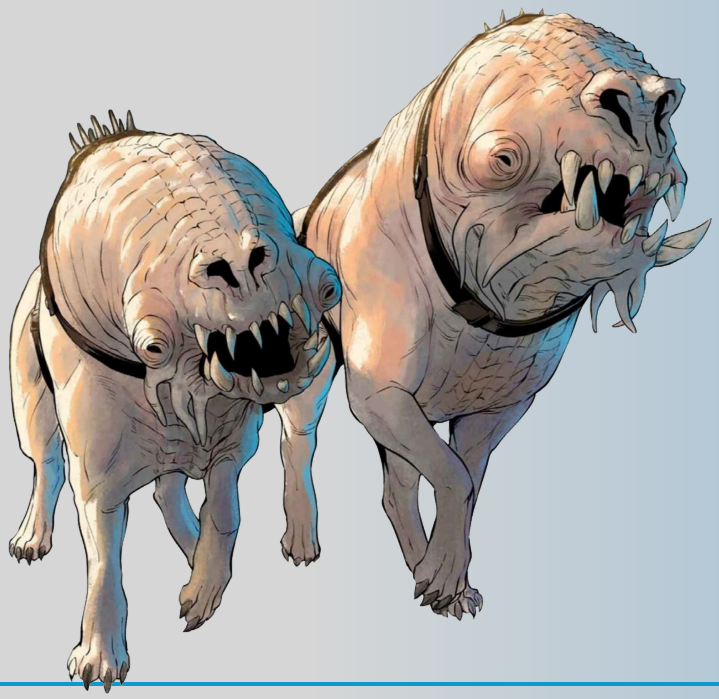
**Skills** Perception +3, Stealth +4
**Senses** passive Perception 13
**Languages** —
**Challenge** 1/4 (50 XP)

***Keen Hearing and Smell.*** The hound has advantage on Wisdom (Perception) checks that rely on hearing or smell.

***Pack Tactics.*** The hound has advantage on attack rolls against a creature if at least one of the hound's allies is within 5 feet of the creature and the ally isn't incapacitated.

#### ACTIONS

***Bite.*** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4+2) kinetic damage. If the target is Large or smaller, it must succeed on a DC 11 Strength saving throw or be knocked prone.



## SKETTO

Vicious, medium-sized, hematophagous flying reptomammals, skettos dwelled in the caverns of Tatooine. Only emerging when light conditions were at their lowest, these four-winged beasts possessed excellent twilight vision to assist in the consumption of airborne insects. Skettos fell into the reptomammal class, being warm-blooded and giving live birth to a single offspring at a time.

The most horrifying part of a sketto's life was its tendency to swarm with others of its kind to suck the blood of large, sleeping mammals. Their large, frightening teeth helped to puncture the toughest of hides, and legend had it that a sketto swarm could suck a sleeping dewback dry overnight. Despite being a reptomammal, they bled green blood.

### SKETTO

*Small beast, unaligned*

**Armor Class** 13
**Hit Points** 3 (1d6)
**Speed** 10 ft., fly 40 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 4 (-3) | 16 (+3) | 11 (0) | 2 (-4) | 8 (-1) | 5 (-3) |

**Senses** darkvision 60 ft., passive Perception 9
**Languages** —
**Challenge** 1/4 (50 XP)

#### ACTIONS

***Blood Drain.*** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 5 (1d4 + 3) kinetic damage, and the sketto attaches to the target. While attached, the sketto doesn't attack. Instead, at the start of each of the sketto's turns, the target loses 5 (1d4 + 3) hit points due to blood loss. Droids and constructs are immune to this effect.

The sketto can detach itself by spending 5 feet of its movement. It does so after it drains 10 hit points of blood from the target or the target dies. A creature, including the target, can use its action to detach the sketto.

## SPOTLIGHT SLOTH

The Spotlight sloth, or Dagobah swamp sloth, is a large furry mammal covered in a waterproof greenish-brown fur. They are so named because of the blue bioluminescent patches beneath the leathery skin on their hairless chests. These "spotlight" patches, when revealed, are used to induce plants and fungi to unfold and/or burst. The sloth then uses its small paws to quickly stuff food in to its toothless mouth.

The sloths are preyed upon by Dagobah's knobby white spiders. One stab of the spider's venomous stinger can knock out an unlucky sloth.

### SPOTLIGHT SLOTH

*Medium beast, unaligned*

**Armor Class** 11 (natural armor)
**Hit Points** 26 (4d8 + 8)
**Speed** 20 ft., climb 20 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 16 (+3) | 8 (-1) | 15 (+2) | 6 (-2) | 14 (+2) | 6 (-2) |

**Senses** darkvision 60 ft., passive Perception 12
**Languages** —
**Challenge** 2 (450 XP)

***Bioluminescent.*** The sloth emits bright light in a 5-foot radius and dim light for an additional 10 ft..

#### ACTIONS

***Multiattack*** The sloth makes two fist attacks.

***Fist.*** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) kinetic damage.

***Fling Mud.*** *Ranged Weapon Attack:* +5 to hit, range 25/50 ft., one target. *Hit:* 6 (1d6 + 3) kinetic damage. If the target is a Large or smaller creature, it is must also make a DC 13 Dexterity saving throw. On a failure, it is also blinded until the end of its next turn.

## STEELPECKER

Steelpeckers are a non-sentient species of carrion bird native to the planet Jakku. They have beaks and talons that are tipped with iron; they feed mainly on metal, to which they are drawn by its magnetic signature. To digest the metal they consume, Steelpeckers store vanadium, osmiridium, and corundum in their gizzards. Named for their diet, these birds are useful commodities to scavengers, who collect their carcasses and guano.

### STEELPECKER

*Tiny beast, unaligned*

**Armor Class** 11
**Hit Points** 9 (2d4 + 4)
**Speed** 10 ft., fly 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 4 (-3) | 12 (+1) | 15 (+2) | 2 (-4) | 13 (+1) | 4 (-3) |

**Skills** Perception +3
**Senses** darkvision 60 ft., passive Perception 13
**Languages** —
**Challenge** 1/8 (25 XP)

***Iron Scent.*** The steelpecker can pinpoint, by scent, the location of metal within 30 feet of it.

***Keen Sight and Smell.*** The steelpecker has advantage on Wisdom (Perception) checks that rely on sight or smell.

#### ACTIONS

***Beak.*** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) kinetic damage. The steelpecker devours any unenhanced metal object it attacks. If the object isn't being worn or carried, the attack destroys a 1-inch cube of it.

If the object attacked is either metal armor or a metal shield being worn or carried, its takes a permanent and cumulative -1 penalty to the AC it offers. Armor reduced to an AC of 10 or a shield that drops to a +0 bonus is destroyed. If the object attacked is a held metal weapon, the weapon takes a permanent and cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed.

## STINTARIL

Stintarils are a speedy, nomadic species of rodent native to Yavin 4, dweling in the jungle canopy. They have sharp teeth and a knobby hairless tail used for balance. These rodents attack in swarms.

### STINTARIL

*Tiny beast, unaligned*

**Armor Class** 10
**Hit Points** 1 (1d4 - 1)
**Speed** 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 2 (-4) | 11 (0) | 9 (-1) | 2 (-4) | 10 (0) | 4 (-3) |

**Senses** darkvision 30 ft., passive Perception 10
**Challenge** 0 (10 XP)

***Keen Smell.*** The stintaril has advantage on Wisdom (Perception) checks that rely on smell.

***Pack Tactics.*** The stintaril has advantage on an attack roll against a creature if at least one of the stintaril's allies is within 5 ft. of the creature and the ally isn't incapacitated.

#### ACTIONS

***Bite.*** *Melee Weapon Attack:* +0 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) kinetic damage.

### STINTARIL SWARM

*Medium swarm of tiny beasts, unaligned*

**Armor Class** 10
**Hit Points** 24 (7d8 - 7)
**Speed** 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 4 (-3) | 11 (0) | 9 (-1) | 2 (-4) | 10 (0) | 4 (-3) |

**Damage Resistance** energy, kinetic
**Condition Immunities** charmed, frightened, paralyzed, petrified, prone, restrained, stunned
**Senses** darkvision 30 ft., passive Perception 10
**Challenge** 1/4 (50 XP)

***Swarm.*** The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny stintarils. The swarm can't regain hit points or gain temporary hit points.

***Keen Smell.*** The swarm has advantage on Wisdom (Perception) checks that rely on sight and smell.

#### ACTIONS

***Bites.*** *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target in the swarm's space. *Hit:* 7 (2d6) kinetic damage, or 3 (1d6) kinetic damage if the swarm has half of its hit points or fewer.

## TAUNTAUN

Tauntauns are a species of omnivorous reptomammals who are indigenous to the icy planet of Hoth. Tauntauns are commonly used as pack animals by Hoth's denizens. Tauntauns are also used as patrol mounts since they are so well-adapted to the cold.

### TAUNTAUN

*Large beast, unaligned*

**Armor Class** 9 (natural armor)
**Hit Points** 15 (2d10+4)
**Speed** 50 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 16 (+3) | 8 (-1) | 14 (+2) | 2 (-4) | 8 (-1) | 5 (-3) |

**Senses** passive Perception 9
**Languages** –
**Challenge** 1/8 (25 XP)

#### ACTIONS

***Bite.*** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4+3) kinetic damage.

## TUSK CAT

The tusk cat is a fawn-colored feline predator found on Naboo and its moon Rori. Domesticated tusk cats are naturally protective and gentle towards children, and they are often used as mounts for shepherds and the military.

### TUSK CAT

*Large beast, unaligned*

**Armor Class** 13
**Hit Points** 32 (5d10 + 5)
**Speed** 60 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 15 (+4) | 17 (+3) | 12 (+1) | 5 (-3) | 14 (+2) | 7 (-2) |

**Skills** Perception +4
**Senses** darkvision 60 ft., passive Perception 14
**Languages** —
**Challenge** 2 (450 XP)

***Keen Sight and Smell.*** The tusk cat has advantage on Wisdom (Perception) checks that rely on sight and smell.

***Trampling Charge.*** If the tusk cat moves at least 20 ft. straight toward a creature and then hits it with a tusk attack on the same turn, that target must succeed on a DC 15 Strength saving throw or be knocked prone. If the target is prone, the tusk cat can make one hooves attack against it as a bonus action.

#### ACTIONS

***Hooves.*** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) kinetic damage.

***Tusks.*** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) kinetic damage.

## TWIRRL

Twirrls area carnivorous, mammalian falconid species, native to Naboo. The Twirrl prey upon plain-dwelling avians, small rodents, and Naboo's four-legged waterfowl.

### TWIRRL

*Tiny beast, unaligned*

**Armor Class** 13
**Hit Points** 3 (2d4 - 2)
**Speed** 10 ft., fly 60 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 5 (-3) | 16 (+3) | 8 (-1) | 4 (-3) | 14 (+2) | 6 (-2) |

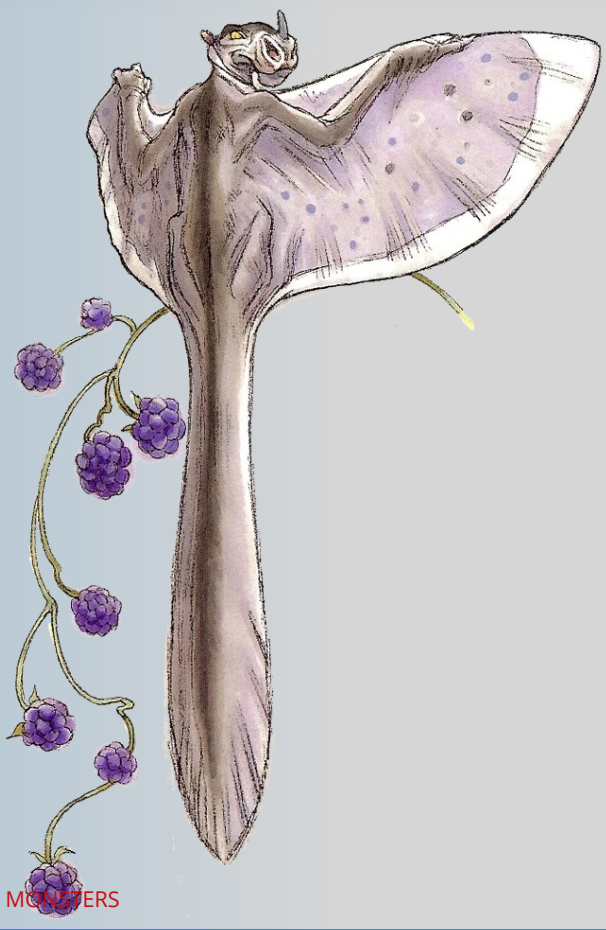
**Skills** Perception +4
**Senses** passive Perception 14
**Languages** —
**Challenge** 1/2 (100 XP)

***Dive Attack.*** If the twirrl is flying and dives at least 30 ft. straight toward a target and then hits it with a talon attack, the attack deals an extra 2 (1d4) damage to the target.

***Keen Sight.*** The twirrl has advantage on Wisdom (Perception) checks that rely on sight.

#### ACTIONS

***Talons.*** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) kinetic damage.



## VEERMOK

Veermok are large, ferocious primates native to the swamps and woodlands of Naboo. They hunt Jimvu and young Hrumphs through stealth and surprise, using powerful claws for gouging and grabbing.

### VEERMOK

*Large beast, unaligned*

**Armor Class** 12
**Hit Points** 30 (4d10 + 8)
**Speed** 40 ft., climb 40 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 16 (+3) | 14 (+2) | 14 (+2) | 6 (-2) | 12 (+1) | 5 (-3) |

**Skills** Athletics +5, Stealth +5, Perception +3
**Damage Resistances** energy, ion, and kinetic from unenhanced weapons
**Senses** passive Perception 13
**Languages** —
**Challenge** 2 (450 XP)

#### ACTIONS

***Multiattack*** The veermok makes three attacks: one with its bite and two with its fists.

***Bite.*** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) kinetic damage.

***Claw.*** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) kinetic damage.

***Rock.*** *Ranged Weapon Attack:* +5 to hit, range 25/50 ft., one target. *Hit:* 10 (2d6 + 3) kinetic damage.

## VULPTEX

Vulptices are a non-sentient species of omnivorous and gregarious canids from the mineral world Crait. They are distinguished by their coats made up of white crystalline bristles. Vulptices have excellent low-light vision and keen senses. They are omnivorous, feeding on tubers and small burrowing mammals they dig out from under Crait's salt crust. According to Doctor Paqin Mesoli, who wrote field notes on the vulptices for the Nupayuni Mining Consortium, these creatures might also be sensitive to magnetic fields.

### VULPTEX

*Small beast, unaligned*

**Armor Class** 12
**Hit Points** 10 (3d6)
**Speed** 30 ft., burrow 10 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 10 (0) | 15 (+2) | 11 (0) | 4 (-3) | 14 (+2) | 7 (-2 |

**Skills** Perception +6, Stealth +4
**Senses** darkvision 60 ft., passive Perception 16
**Languages** —
**Challenge** 1/8 (25 XP)

***Keen Sight and Smell.*** The vulptex has advantage on Wisdom (Perception) checks that rely on sight or smell.

#### ACTIONS

***Claws.*** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) kinetic damage.

## WHISPER BIRD

Whisper birds were a species of golden-colored bird native to the moon Yavin 4. The birds lived in the moon's rain forests, silently traveling in flocks and roosting in the massassi trees that grew there. The birds could also be found on Coruscant and Null.

### WHISPER BIRD

*Tiny beast, unaligned*

**Armor Class** 11
**Hit Points** 1 (1d4 - 1)
**Speed** 5 ft., fly 60 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 3 (-4) | 13 (+1) | 8 (-1) | 2 (-4) | 12 (+1) | 7 (-2) |

**Skills** Stealth +5
**Senses** passive Perception 11
**Languages** —
**Challenge** 0 (10 XP)

***Flyby.*** The whisper bird doesn't provoke opportunity attacks when it flies out of an enemy's reach.

***Keen Sight.*** The whisper bird has advantage on Wisdom (Perception) checks that rely on sight.

#### ACTIONS

***Talons.*** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 1 kinetic damage.

## WOODOO

Woodoo are massive flightless reptavians indigenous to Tatooine. Woodoo are popular game for big game hunters, as their meat was rather tasty and their bones sold well as jewelry.

### WOODOO

*Large beast, unaligned*

**Armor Class** 12 (natural armor)
**Hit Points** 68 (8d10 + 24)
**Speed** 20 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 19 (+4) | 13 (+1) | 17 (+3) | 2 (-4) | 12 (+1) | 5 (-3) |

**Damage Resistances** poison, sonic
**Condition Immunities** deafened, poisoned
**Senses** passive Perception 11
**Challenge** 3 (700 XP)

***Charge.*** If the woodoo moves at least 20 ft. straight toward a target and then hits it with a beak attack on the same turn, the target takes an extra 11 (2d10) kinetic damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

#### ACTIONS

***Multiattack.*** The woodoo can make two attacks: one with its beak and one with its talons.

***Beak.*** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 15 (2d10 + 4) kinetic damage.

***Talons.*** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 4) kinetic damage.

***Shriek (Recharge 6).*** The woodoo lets out a deafening shriek in a 60-foot cone. All creatures that can hear it must make a DC 13 Constitution saving throw. On a failure, a creature takes 17 (5d6) sonic damage and is deafened for 1 minute. The creature can repeat this saving throw at end of each of its turns, ending the effect on itself. On a success, a creature takes half damage and is not deafened.

## ZALAACA

Zalaacas are swift, intelligent, and fierce omnivores native to the Gungan swamps of Naboo.

Rather little is known about their habits. They seem to dwell primarily in woody uplands, yet are strong swimmers. Narglatch will not attack adult-sized zalaacas.

### ZALAACA

*Large beast, unaligned*

**Armor Class** 12 (natural armor)
**Hit Points** 45 (6d10 + 12)
**Speed** 50 ft., swim 50 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 18 (+4) | 12 (+1) | 15 (+2) | 3 (-4) | 12 (+1) | 7 (-2) |

**Skills** Perception +3
**Senses** darkvision 60 ft., passive Perception 13
**Languages** —
**Challenge** 2 (450 XP)

***Aggressive.*** As a bonus action, the zalaaca can move up to its speed toward a hostile creature that it can see.

***Keen Sight.*** The zalaaca has advantage on Wisdom (Perception) checks that rely on sight.

#### ACTIONS

***Multiattack.*** The zalaaca can make two bite attacks.

***Bite.*** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (1d12 + 4) kinetic damage.

# MISCELLANEOUS HUMANOIDS

## DARK FORCE-WIELDERS

The dark side of the Force is a pathway to abilities most would consider... unnatural.

### DARK ASPIRANT

*Medium humanoid (any), any dark*

**Armor Class** 12 (15 with *battle precognition*)
**Hit Points** 44 (8d6 + 16)
**Speed** 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 12 (+1) | 12 (+1) | 14 (+2) | 10 (+0) | 10 (+0) | 18 (+4) |

**Saving Throws** Wis +3, Cha +7
**Skills** Lore +3, Insight +3
**Senses** passive Perception 10
**Languages** Galactic Basic and one other
**Challenge** 6 (2,300 XP)

***Devotion.*** The dark aspirant has advantage on saving throws against being charmed or frightened.

***Force Shield. 3/day:*** When the dark aspirant is hit by an attack, it can use its reaction to shroud itself in Force energy. Until the start of its next turn, it has a +4 bonus to AC.

***Forecasting.*** The dark aspirant is a 5th-level forcecaster. Its forcecasting ability is Charisma (Power save DC 15, +4 to hit with force attacks) and it has 24 force points.

The Sith High Apprentice Can use Twinned Power and Heightened Power

The dark aspirant knows the following force powers:

At-will: *denounce, lightning charge, saber reflect, saber ward, shock*
1st-level: *battle meditation, curse, sap vitality, hex, improved feedback*
2nd-level: *drain vitality, force camouflage*
3rd-level: *force lightning, choke, horror*

#### ACTIONS

***Lightfoil.*** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d8+1) energy damage.

### ACOLYTE

*Medium humanoid (any), any alignment*

**Armor Class** 11 (unarmored)
**Hit Points** 9 (2d8)
**Speed** 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 10 (+0) | 12 (+1) | 10 (+0) | 10 (+0) | 14 (+2) | 11 (+0) |

**Skills** Lore +2
**Senses** passive Perception 10
**Languages** Galactic Basic and one other
**Challenge** 1/4 (50 XP)

***Forecasting.*** The acolyte is a 1st-level forcecaster. Its forcecasting ability is Wisdom (power save DC 12, +4 to hit with force attacks) and it has 6 force points. The acolyte knows the following force powers:

At-will: *denounce, force push/pull, saber reflect, saber ward*
1st-level: *cloud mind, slow*

#### ACTIONS

***Shotosaber.*** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6+1) energy damage.

### APPRENTICE

*Medium humanoid (any), any dark*

**Armor Class** 13 (combat suit)
**Hit Points** 33 (6d8+6)
**Speed** 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 11 (+0) | 14 (+2) | 12 (+1) | 10 (+0) | 13 (+1) | 14 (+2) |

**Skills** Deception +4, Persuasion +4, Lore +2
**Senses** passive Perception 11
**Languages** Galactic Basic and one other
**Challenge** 2 (450 XP)

***Devotion.*** The apprentice has advantage on saving throws against being charmed or frightened.

***Forecasting.*** The apprentice is a 4th-level forcecaster. Its forcecasting ability is Wisdom (power save DC 11, +3 to hit with force attacks) and it has 14 force points. The apprentice knows the following force powers:

At-will: *denounce, lightning charge, saber reflect, saber ward*
1st-level: *curse, sap vitality*
2nd-level: *drain vitality, force camouflage*

#### ACTIONS

***Multiattack.*** The apprentice makes two melee weapon attacks.

***Doublesaber.*** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8+2) energy damage.

## DARK LORD

*Medium humanoid (any), any dark*

**Armor Class** 12 (15 with *battle precognition*)
**Hit Points** 99 (18d8+18)
**Speed** 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 10 (+0) | 14 (+2) | 12 (+1) | 15 (+2) | 20 (+5) | 16 (+3) |

**Saving Throws** Int +6, Wis +9, Cha +7
**Skills** Lore +6, Insight +13
**Damage Resistances** damage from force powers
**Senses** passive Perception 10
**Languages** Galactic Basic and one other
**Challenge** 12 (8,400 XP)

***Force Resistance.*** The dark lord has advantage on saving throws against force powers.

***Forcecasting.*** The dark lord is an 18st-level forcecaster. Its forcecasting ability is Wisdom (power save DC 17, +9 to hit with force attacks) and it has 77 force points. The dark lord knows the following force powers:

At-will: *affect mind, denounce, force push/pull, mind trick, saber reflect, saber ward, shock*
1st-level: *battle precognition, force body, hex*
2nd-level: *battle meditation, darkness, phasewalk*
3rd-level: *force lightning, force suppression, sever force*
4th-level: *dominate beast, force immunity, shocking shield*
5th-level: *improved battle meditation, improved phasewalk, telekinesis*
6th-level: *force chain lightning, improved force immunity*
7th-level: *force lightning cone*
8th-level: *master force immunity*
9th-level: *force storm*

### ACTIONS

***Lightfoil.*** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d8+2) energy damage.

## JUGGERNAUT

*Medium humanoid (any), any dark*

**Armor Class** 21 (heavy durasteel armor, heavy shield)
**Hit Points** 180 (19d8+95)
**Speed** 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 20 (+5) | 11 (+0) | 20 (+5) | 12 (+1) | 19 (+4) | 18 (+4) |

**Saving Throws** Str +11, Dex+6, Wis +10, Cha +10
**Skills** Athletics +11
**Damage Resistances** necrotic
**Condition Immunities** exhaustion, frightened
**Senses** passive Perception 13
**Languages** Galactic Basic and one other
**Challenge** 17 (18,000 XP)

***Force Resistance.*** The juggernaut has advantage on saving throws against force powers.

***Forcecasting.*** The juggernaut is an 19th-level forcecaster. Its forcecasting ability is Wisdom (power save DC 18, +10 to hit with force attacks) and it has 42 force points. The juggernaut knows the following force powers:

At-will: *affect mind, denounce, feedback, overcharge sabe, saber ward*
1st-level: *force jump, improved feedback, sap vitality, wound*
2nd-level: *darkness, drain vitality, force sight*
3rd-level: *choke, force scream, sever force*
4th-level: *dominate beast, force immunity, shroud of darkness*
5th-level: *greater feedback, improved force scream, steel wind strike*

***Scornful Rebuke.*** When a creature hits the juggernaut with an attack, it takes 4 psychic damage as long as the juggernaut is not incapacitated.

### ACTIONS

***Multiattack.*** The juggernaut makes three attacks.

***Lightsaber.*** *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 9 (1d8+5) energy damage.

***Conquering Presence (1/Day).*** Each creature within 30 feet of the juggernaut must make a DC 18 Wisdom saving throw. On a failed save, a creature becomes frightened of the juggernaut for 1 minute, and has its speed reduced to 0. At the end of each of its turns, a frightened creature takes 4 psychic damage and repeats this save, ending the effect on a success.

## LIGHT FORCE-WIELDERS

The light side of the Force offers peace and tranquility to those with the wisdom to wield it.

### PADAWAN

*Medium humanoid (any), any light*

**Armor Class** 11 (14 with *battle precognition*)
**Hit Points** 27 (5d8+5)
**Speed** 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 10 (+0) | 12 (+1) | 13 (+1) | 12 (+1) | 15 (+2) | 11 (+0) |

**Skills** Lore +3, Medicine +3, Perception +4
**Senses** passive Perception 14
**Languages** Galactic Basic and two others
**Challenge** 2 (450 XP)

***Forecasting.*** The padawan is a 4th-level forcecaster. Its forcecasting ability is Wisdom (power save DC 12, +4 to hit with force attacks) and it has 18 force points. The padawan knows the following force powers:

At-will: *give life, guidance, spare the dying, turbulence*
1st-level: *cloud mind, heal, project, valor*
2nd-level: *calm emotions, force barrier*

#### ACTIONS

***Shotosaber.*** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6+1) energy damage.

### SAGE

*Medium humanoid (any), any universal*

**Armor Class** 12 (15 with *battle precognition*)
**Hit Points** 40 (9d8)
**Speed** 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 9 (-1) | 14 (+2) | 11 (+0) | 12 (+1) | 19 (+4) | 11 (+0) |

**Saving Throws** Int +4, Wis +7
**Skills** Lore +4, Medicine +7
**Senses** passive Perception 13
**Languages** Galactic Basic and two others
**Challenge** 6 (2,300 XP)

***Forecasting.*** The sage is a 9th-level forcecaster. Its forcecasting ability is Wisdom (power save DC 15, +7 to hit with force attacks) and it has 40 force points. The sage knows the following force powers:

At-will: *mind trick, saber ward, saber reflect, turbulence*
1st-level: *breath control, battle precognition, force jump*
2nd-level: *battle meditation, force confusion, phasewalk*
3rd-level: *force suppression, sever force, telekinetic gust*
4th-level: *force immunity, freedom of movement*
5th-level: *improved battle meditation*

#### ACTIONS

***Shotosaber.*** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d6+2) energy damage.

### SEER

*Medium humanoid (any), any light*

**Armor Class** 12 (15 with *battle precognition*)
**Hit Points** 27 (6d8)
**Speed** 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 10 (+0) | 14 (+2) | 11 (+0) | 13 (+1) | 18 (+4) | 13 (+1) |

**Saving Throws** Wis +6
**Skills** Lore +3, Medicine +6, Persuasion +3
**Senses** passive Perception 14
**Languages** Galactic Basic and two others
**Challenge** 3 (700 XP)

***Preserve Life.*** As an action, the seer can evoke healing energy that can restore 30 hit points to any number of creatures within 30 feet of it, and divide those hit points among them. This feature can restore a creature to no more than half of its hit point maximum. This feature has no effect on droids or constructs.

***Forecasting.*** The sage is a 6th-level forcecaster. Its forcecasting ability is Wisdom (power save DC 14, +6 to hit with force attacks) and it has 28 force points. The sage knows the following force powers:

At-will: *give life, guidance, spare the dying, turbulence*
1st-level: *battle precognition, burst of speed, heal, project*
2nd-level: *force barrier, force enlightenment, stun*
3rd-level: *knight speed, share life*

#### ACTIONS

***Shotosaber.*** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6+2) energy damage.

## THUGS & SECURITY FORCES

Various different types of thugs and security forces, appropriate for gangs, simple ruffians, mercenaries, or basic military and peace-keeping forces.

### AQUALISH ENFORCER

*Medium humanoid (aqualish), chaotic dark*

**Armor Class** 16 (durasteel armor)
**Hit Points** 93 (11d8+44)
**Speed** 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 18 (+4) | 12 (+1) | 18 (+4) | 11 (+0) | 11 (+0) | 16 (+3) |

**Saving Throws** Str +6, Con +6, Wis +2
**Skills** Intimidation +5
**Senses** darkvision 60 ft., passive Perception 10
**Languages** Galactic Basic, Aqualish and one other
**Challenge** 4 (1,100 XP)

***Aggressive.*** As a bonus action, the aqualish can move up to its speed toward a hostile creature that it can see.

***Fury.*** The aqualish deals an extra 4 (ld8) damage when it hits with a melee weapon attack (included in the attack).

#### ACTIONS

***Multiattack.*** The aqualish makes two weapon attacks.

***Vibroaxe.*** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 14 (1d12+4+1d8) kinetic damage.

***Slugthrower.*** *Ranged Weapon Attack:* +3 to hit, range 30/120 ft., one target. *Hit:* 6 (2d4+1) kinetic damage.

***Burst.*** The aqualish sprays a 10-foot-cube area within normal range of its slugthrower with shots. Each creature in the area must make a DC 11 Dexterity saving throw, taking normal weapon damage on a failed save.

***Battle Cry (1/Day).*** Each creature of the aqualish's choice that is within 30 feet of it, can hear it, and not already affected by Battle Cry gain advantage on attack rolls until the start of the aqualish's next turn. The aqualish can then make one attack as a bonus action.

## ASSASSIN

*Medium humanoid (any), any alignment*

**Armor Class** 15 (heavy combat suit)
**Hit Points** 78 (12d8+24)
**Speed** 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 11 (+0) | 16 (+3) | 14 (+2) | 13 (+1) | 11 (+0) | 10 (+0) |

**Saving Throws** Dex +7, Int +5
**Skills** Acrobatics +7, Deception +4, Perception +4, Stealth +11
**Damage Resistances** Poison
**Senses** passive Perception 14
**Languages** Galactic Basic and one other
**Challenge** 8 (3,900 XP)

***Assassinate.*** During its first turn, the assassin has advantage on attack rolls against any creature that hasn't taken a turn. Any hit the assassin scores against a surprised creature is a critical hit.

***Evasion.*** If the assassin is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the assassin instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

**Sneak Attack (1/Turn).** The assassin deals an extra 13 (4d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the assassin that isn't incapacitated and the assassin doesn't have disadvantage on the roll.

### ACTIONS

***Multiattack.*** The assassin makes two weapon attacks.

***Hidden blade.*** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 5 (1d6+3) kinetic damage.

***Hold-out.*** *Ranged Weapon Attack:* +7 to hit, range 30/120 ft., one target. *Hit:* 5 (1d4+3) energy damage.

## BERSERKER

*Medium humanoid (any), any chaotic alignment*

**Armor Class** 13 (heavy combat suit)
**Hit Points** 67 (9d8+27)
**Speed** 35 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 16 (+3) | 12 (+1) | 17 (+3) | 9 (-1) | 11 (+0) | 9 (-1) |

**Senses** passive Perception 10
**Languages** Galactic Basic and one other
**Challenge** 2 (450 XP)

***Reckless.*** At the start of its turn, the berserker can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against it have advantage until the start of its next turn.

### ACTIONS

***Vibroaxe.*** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (1d12+3) kinetic damage.

## CAPTAIN

*Medium humanoid (any), any alignment*

**Armor Class** 20 (powered durasteel armor, heavy shield)
**Hit Points** 97 (6d8+12)
**Speed** 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 16 (+3) | 14 (+2) | 16 (+2) | 15 (+2) | 11 (+0) | 15 (+2) |

**Saving Throws** Int +5, Wis +3, Cha +5
**Skills** Athletics +5, Persuasion +5
**Senses** passive Perception 10
**Languages** Galactic Basic and one other
**Challenge** 6 (2,300 XP)

***Martial Advantage.*** Once per turn, the captain can deal an extra 14 (4d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the captain that isn't incapacitated.

### ACTIONS

***Multiattack.*** The mercenary makes three weapon attacks.

***Hold-out.*** *Ranged Weapon Attack:* +5 to hit, range 30/120 ft., one target. *Hit:* 4 (1d4+2) energy damage

***Techblade.*** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6+3) kinetic damage

***Leadership (Recharges after a Short or Long Rest).*** For 1 minute, the captain can utter a special command or warning whenever a nonhostile creature that it can see within 30 feet of it makes an attack roll or a saving throw. The creature can add a d4 to its roll provided it can hear and understand the captain. A creature can benefit from only one Leadership die at a time. This effect ends if the captain is incapacitated.

### REACTIONS

***Parry.*** The captain adds 3 to its AC against one melee attack that would hit it. To do so, the captain must see the attacker and be wielding a melee weapon.

## COMBAT ENGINEER

*Medium humanoid (any), unaligned*

**Armor Class** 13 (heavy combat suit)
**Hit Points** 45(7d8 + 14)
**Speed** 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 13 (+1) | 12 (+1) | 14 (+2) | 16 (+3) | 13 (+1) | 11 (0) |

**Skills** Technology +5
**Senses** darkvision 60 ft., passive Perception 11
**Languages** Galactic Basic and one other
**Challenge** 4 (1100 XP)

***Tactical Technology.*** When the engineer casts a tech power that causes damage or that forces other creatures to make a saving throw, it can choose itself and any number of allies to be immune to the damage caused by the power and to succeed on the required saving throw.

***Technological Advantage.*** Once per turn, the engineer can deal an extra 7 (2d6) damage to a creature it hits with a damaging tech attack if that target is within 5 feet of an ally of the engineer and that ally isn't incapacitated.

***Tech-Casting.*** The engineer is a 7th-level tech-caster. Its tech-casting ability is Intelligence (power save DC 13, +5 to hit with tech attacks) and it has 31 tech points. The engineer knows the following tech powers:

At-will: *acid splash, jet of flame, cryogenic burst, electroshock*
1st-level: *smoke cloud, homing rockets, overload*
2nd-level: *magnetic field, acid dart, scorching ray*
3rd-level: *explosion, tactical advantage, kolto cloud*
4th-level: *cryogenic storm*

### ACTIONS

***Vibrostaff.*** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) bludgeoning damage, or 5 (1d8 + 1) kinetic damage if used with two hands.

***Light Pistol.*** *Ranged Weapon Attack:* +3 to hit, range 40/160 ft., one target. *Hit:* 4 (1d4+1) energy damage.

## COMBAT ENGINEER, JUNIOR

*Medium humanoid, unaligned*

**Armor Class** 12 (combat suit)
**Hit Points** 16 (3d8 + 3)
**Speed** 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 10 (+0) | 12 (+1) | 12 (+1) | 14 (+2) | 11 (+0) | 10 (+0) |

**Skills** Technology +4
**Senses** Passive Perception 10
**Languages** Galactic Basic
**Challenge** 1 (200 XP)

***Techcasting.*** The junior engineer is a 3rd-level techcaster. Its techcasting ability is Intelligence (power save DC 12, +4 to hit with tech attacks) and it has 14 tech points. The junior engineer knows the following force powers:

At-will: *electro shock, encrypted message, rime shot*
1st-level: *energy shield, homing rockets, repair droid, smoke cloud*
2nd-level: *acid dart, magnetic field*

### ACTIONS

***Blaster Carbine.*** *Ranged Weapon Attack:* +3 to hit, range 60/240 ft., one target. *Hit:* 4 (1d6 + 1) energy damage.

## EXPLOSIVES SPECIALIST

*Medium humanoid, unaligned*

**Armor Class** 16 (battle armor)
**Hit Points** 39 (6d8 + 12)
**Speed** 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 10 (+0) | 14 (+2) | 14 (+2) | 16 (+3) | 12 (+1) | 10 (+0) |

**Skills** Perception +3, Technology +5
**Damage Resistances** fire
**Senses** Passive Perception 13
**Languages** Galactic Basic
**Challenge** 3 (700 XP)

***Techcasting.*** The junior engineer is a 6th-level techcaster. Its techcasting ability is Intelligence (power save DC 13, +5 to hit with tech attacks) and it has 27 tech points. The junior engineer knows the following force powers:

At-will: *combustive shot, electro shock, encrypted message*
1st-level: *absorb energy, energy shield, oil slick, smoke cloud*
2nd-level: *overheat, release, scorching ray*
3rd-level: *explosion, sabotage charges*

### ACTIONS

***Blaster Rifle.*** *Ranged Weapon Attack:* +4 to hit, range 100/400 ft., one target. *Hit:* 6 (1d8 + 2) energy damage.

***Breaching Charge.*** After spending at least 30 seconds setting the charge, the engineer may attach the charge to a surface. The charge can be set with a 6-second timer, or detonated remotely using a remote detonator, which the engineer has. Once detonated, the breaching charge destroys an unenhanced section of wall up to 10 feet wide, 10 feet tall, and 5 feet deep. Additionally, each creature within 20 feet of the charge must make a DC 13 Dexterity saving throw. A creature takes 3d6 fire damage and 3d6 kinetic damage on a failed save, or half as much on a successful one. A construct makes this save with disadvantage. If the breaching charge is installed on the construct, it automatically fails the saving throw.

## FIELD MEDIC

*Medium humanoid, unaligned*

**Armor Class** 14 (heavy combat suit, light shield)
**Hit Points** 16 (3d8 + 3)
**Speed** 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 10 (+0) | 12 (+1) | 12 (+1) | 14 (+2) | 12 (+1) | 10 (+0) |

**Skills** Perception +3, Medicine +3
**Senses** Passive Perception 13
**Languages** Galactic Basic
**Challenge** 1 (200 XP)

***Triage.*** Any friendly creature reduced to 0 HP within 15 feet of the field medic is automatically considered to be alive and stabilized.

***Techcasting.*** The field medic is a 3rd-level techcaster. Its techcasting ability is Intelligence (power save DC 12, +4 to hit with tech attacks) and it has 14 tech points. The junior engineer knows the following force powers:

At-will: *acid splash, temporary boost, warding shot*
1st-level: *element of surprise, kolto pack, poison dart*
2nd-level: *paralyze humanoid, toxin purge, shared shielding*

### ACTIONS

***Blaster Carbine.*** *Ranged Weapon Attack:* +3 to hit, range 60/240 ft., one target. *Hit:* 4 (1d6 + 1) energy damage.

## GLADIATOR

*Medium humanoid (any), chaotic dark*

**Armor Class** 16 (combat suit, heavy shield)
**Hit Points** 112 (15d8+45)
**Speed** 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 18 (+4) | 15 (+2) | 16 (+3) | 10 (+0) | 12 (+1) | 15 (+2) |

**Saving Throws** Str +7, Dex +5, Con +6
**Skills** Athletics +10, Intimidation +5
**Senses** passive Perception 11
**Languages** Galactic Basic and one other
**Challenge** 5 (1,800 XP)

***Brave.*** The gladiator has advantage on saving throws against being frightened.

***Brute.*** A melee weapon deals one extra die of its damage when the gladiator hits with it (included in the attack).

### ACTIONS

***Multiattack.*** The gladiator makes two vibroblade attacks and one shield bash.

***Vibroblade.*** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8+4) kinetic damage.

***Shield Bash.*** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (2d4+4) kinetic damage. If the target is a Medium or smaller creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

### REACTIONS

***Parry.*** The gladiator adds 3 to its AC against one melee attack that would hit it. To do so, the gladiator must see the attacker and be wielding a melee weapon.

## SCOUT

*Medium humanoid (any), any alignment*

**Armor Class** 13 (combat suit)
**Hit Points** 16 (3d8+3)
**Speed** 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 11 (+0) | 14 (+2) | 12 (+0) | 13 (+1) | 12 (+1) | 11 (+0) |

**Skills** Nature +3, Perception +3, Stealth +4, Survival +3
**Senses** passive Perception 13
**Languages** Galactic Basic and one other

**Challenge** 1/2 (100 XP)

***Keen Hearing and Sight.*** The scout has advantage on Wisdom (Perception) checks that rely on hearing or sight.

### ACTIONS

***Multiattack.*** The scout makes two weapon attacks.

***Blaster Rifle.*** *Ranged Weapon Attack:* +4 to hit, range 100/400 ft., one target. *Hit:* 6 (1d8+2) energy damage.

***Techblade.*** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6+2) kinetic damage.

## SECURITY OFFICER

*Medium humanoid, neutral dark side*

**Armor Class** 14 (battle armor)
**Hit Points** 13 (2d8+4)
**Speed** 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 12 (+1) | 11 (+0) | 13 (+1) | 10 (+0) | 9 (-1) | 12 (+1) |

**Skills** Intimidation +3
**Senses** passive Perception 9
**Languages** Basic, Huttese
**Challenge** 1/2 (100 XP)

### ACTIONS

***Heavy Pistol.*** *Ranged Weapon Attack:* +4, range 40/160, one target. *Hit:* 6 (1d8+2) energy damage

***Vibrobaton.*** *Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit 6 (2d4+2) kinetic damage.

## SOLDIER

*Medium humanoid (any), any alignment*

**Armor Class** 15 (light battle armor, light shield generator)
**Hit Points** 11 (2d8+2)
**Speed** 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 12 (+1) | 13 (+1) | 12 (+1) | 10 (+0) | 11 (+0) | 8 (-1) |

**Skills** Athletics +3
**Senses** passive Perception 10
**Languages** Galactic Basic and one other
**Challenge** 1/2 (100 XP)

***Martial Advantage.*** Once per turn, the soldier can deal an extra 7 (2d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the soldier that isn't incapacitated.

### ACTIONS

***Blaster Carbine.*** *Ranged Weapon Attack:* +3 to hit, range 60/240 ft., one target. *Hit:* 4 (1d6+1) energy damage

***Vibroblade.*** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d8+1) kinetic damage, or 6 (1d10+1) kinetic damage if used with two hands.

## SERGEANT

*Medium humanoid (any), any alignment*

**Armor Class** 16 (durasteel armor)
**Hit Points** 39 (6d8+12)
**Speed** 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 13 (+1) | 15 (+2) | 14 (+2) | 10 (+0) | 13 (+1) | 12 (+1) |

**Skills** Athletics +3, Persuasion +3
**Senses** passive Perception 11
**Languages** Galactic Basic and one other
**Challenge** 3 (700 XP)

***Martial Advantage.*** Once per turn, the sergeant can deal an extra 10 (3d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the sergeant that isn't incapacitated.

### ACTIONS

***Multiattack.*** The sergeant makes two weapon attacks.

***Blaster Rifle.*** *Ranged Weapon Attack:* +4 to hit, range 100/400 ft., one target. *Hit:* 6 (1d8+2) energy damage.

***Vibrosword.*** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 7 (1d12+1) kinetic damage.

***Leadership (Recharges after a Short or Long Rest).*** For 1 minute, the sergeant can utter a special command or warning whenever a nonhostile creature that it can see within 30 feet of it makes an attack roll or a saving throw. The creature can add a d4 to its roll provided it can hear and understand the sergeant. A creature can benefit from only one Leadership die at a time. This effect ends if the sergeant is incapacitated.

## SPY

*Medium humanoid (any), any alignment*

**Armor Class** 12 (unarmored)
**Hit Points** 27 (6d8)
**Speed** 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 10 (+0) | 15 (+2) | 10 (+0) | 12 (+1) | 14 (+2) | 16 (+3) |

**Skills** Deception +5, Insight +4, Investigation +5, Perception +6, Persuasion +5, Sleight of Hand +4, Stealth +4
**Senses** passive Perception 16
**Languages** Galactic Basic and one other
**Challenge** 1 (200 XP)

***Cunning Action.*** On each of its turns, the spy can use a bonus action to take the Dash, Disengage, or Hide action.

***Sneak Attack (1/Turn).*** The spy deals an extra 7 (2d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the spy that isn't incapacitated and the spy doesn't have disadvantage on the attack roll.

### ACTIONS

***Multiattack.*** The spy makes two weapon attacks.

***Hold-out.*** *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 4 (1d4+2) energy damage.

***Techblade.*** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6+2) kinetic damage.

## THUG

*Medium humanoid (any), any alignment*

**Armor Class** 12 (heavy combat suit)
**Hit Points** 11 (2d8+2)
**Speed** 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 11 (+0) | 12 (+1) | 12 (+1) | 10 (+0) | 10 (+0) | 8 (-1) |

**Senses** passive Perception 10
**Languages** Galactic Basic and one other
**Challenge** 1/8 (25 XP)

### ACTIONS

***Shotgun.*** *Ranged Weapon Attack:* +3 to hit, range 30/120 ft., one target. *Hit:* 6 (2d4+1) kinetic damage

***Vibromace.*** *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 6 (1d10+1) kinetic damage.

***Burst.*** The thug sprays a 10-foot-cube area within normal range of its shotgun. Each creature in the area must make a DC 11 Dexterity saving throw, taking normal weapon damage on a failed save.

# APPENDIX A: SORTED ALPHABETICALLY


| Name | CR | Page |
|---|---|---|
| 74-Z Speeder Bike | 2 | 62 |
| AAT | 13 | 67 |
| Acklay, Adolescent | 5 | 10 |
| Acklay, Adult | 8 | 10 |
| Acolyte | 0.25 | 184 |
| Aiwha | 3 | 11 |
| Anooba | 1 | 12 |
| Apprentice | 2 | 184 |
| Aqualish Enforcer | 4 | 187 |
| Aryx | 0.25 | 168 |
| Assassin | 8 | 188 |
| AT-AT | 19 | 63 |
| AT-RT | 4 | 64 |
| AT-ST | 11 | 65 |
| AT-TE | 18 | 66 |
| Auto-Turret | 0.5 | 152 |
| Avatar of Abeloth | 21 | 8 |
| Awakened Carnivorous Plant | 1 | 19 |
| Awakened Shrub | 0 | 18 |
| Awakened Tree | 2 | 18 |
| Awakened Vines | 2 | 19 |
| B'omarr Brain Walker | 3 | 30 |
| B'omarr Monk Initiate | 0.125 | 30 |
| B1 Battle Droid | 0.125 | 21 |
| B1-X Battle Droid | 0.5 | 22 |
| B2 Super Battle Droid | 1 | 22 |
| B2-HA Super Battle Droid | 4 | 23 |
| Bantha, Adolescent | 4 | 20 |
| Bantha, Adult | 6 | 20 |
| Battle Hydra | 9 | 27 |
| BB Series Astromech | 0.125 | 16 |
| Berserker | 2 | 188 |
| Blurrg | 2 | 28 |
| Boar-Wolf | 2 | 168 |
| Bogwing, Greater | 1 | 29 |
| Bogwing, Lesser | 0.125 | 29 |
| Bor Gullet | 13 | 31 |
| Brain Worm | 2 | 32 |
| BT-1 Assassin Droid | 9 | 13 |
| BX Commando Droid | 2 | 23 |
| BX-5C Commando Droid | 5 | 24 |
| C1 Series Astromech | 0.125 | 17 |
| Cantina Brawl | 3 | 33 |
| Captain | 6 | 188 |
| Clodhopper | 0.25 | 168 |
| Combat Engineer | 4 | 189 |
| Combat Engineer, Junior | 1 | 189 |
| Condor Dragon | 3 | 34 |
| Dark Aspirant | 6 | 184 |
| Dark Lord | 12 | 185 |
| Dark Lord Spirit | 24 | 38 |
| Dark Side Spirit | 5 | 37 |
| Death Trooper | 6 | 39 |
| Destroyer Droid | 7 | 24 |
| Dewback, Adolescent | 1 | 40 |
| Dewback, Adult | 2 | 40 |
| Dianoga, Adolescent | 2 | 42 |
| Dianoga, Adult | 5 | 42 |
| Dragonsnake | 8 | 43 |
| DRK-1 Tracker Droid | 0 | 143 |
| DSD1 Dwarf Spider Droid | 2 | 25 |
| Energy Spider | 0.5 | 47 |
| Eopie | 0.125 | 169 |
| Ewok Pony | 0.125 | 169 |
| Exogorth, Adolescent | 11 | 49 |
| Exogorth, Adult | 15 | 49 |
| Explosives Expert | 3 | 189 |
| Fambaa | 3 | 50 |
| Fambaa Howdah | 5 | 50 |
| Fathier | 0.5 | 169 |
| Fexian Skullborer | 3 | 51 |
| Field Medic | 1 | 190 |
| Flesh Raider | 0.125 | 52 |
| Flesh Raider Apprentice | 2 | 53 |
| Flesh Raider Berserker | 1 | 53 |
| Flutterplume | 0 | 54 |
| Force Storm Eye | 23 | 55 |
| Fyrnock | 0.5 | 170 |
| Gamorrean Guard | 2 | 72 |
| Geejaw | 0 | 170 |
| GH-7 Medical Analysis Unit | 0 | 144 |
| Ghest | 6 | 73 |
| Gizka | 0 | 74 |
| Gizka Swarm | 0.25 | 74 |
| Gladiator | 5 | 190 |
| Gonk Droid | 0 | 116 |
| Gonk Droid, Weaponized | 0.125 | 116 |
| Gorax | 6 | 75 |
| Grand Admiral | 20 | 71 |
| Greysor | 0.125 | 171 |
| Gundark Alpha | 9 | 77 |
| Gundark Matriarch | 4 | 77 |
| Gundark, Adolescent | 0.5 | 76 |
| Gundark, Adult | 2 | 77 |
| Gutkurr | 4 | 78 |
| Hawk-bat | 0.25 | 79 |
| Hawk-bat Swarm | 2 | 79 |
| Hidden Turret | 0.25 | 152 |
| Hive Rat | 0.25 | 171 |
| HK-47 Assassin Droid | 8 | 14 |
| Horned Kath Hound | 2 | 95 |
| Hrumph | 2 | 172 |
| Hssiss | 7 | 80 |
| Hyena-Class Bomber | 6 | 44 |
| ID9 Seeker Droid | 0 | 146 |
| IG-227 Hailfire Droid | 14 | 46 |
| IG-86 Assassin Droid | 3 | 15 |
| IG-88 Assassin Droid | 10 | 15 |
| Inquisitor Knight | 4 | 84 |
| Inquisitor Master | 8 | 84 |
| Inquisitor, Grand | 14 | 83 |
| ISB Infiltrator | 3 | 82 |
| ISB Officer | 3 | 82 |
| IT-0 Interrog. Unit | 0.25 | 82 |
| Jakrab | 0 | 172 |
| Jawa Scrapper | 0.5 | 86 |
| Jawa Shaman | 2 | 87 |
| Jawa Tinkerer | 0.5 | 86 |
| Jubba Bird | 0.25 | 173 |
| Juggernaut | 17 | 185 |
| Junk Behemoth | 1 | 88 |
| Junk Droid | 0.25 | 88 |
| K'Lor'Slug | 0.25 | 96 |
| Kaadu | 0.125 | 173 |
| Katarn | 2 | 94 |
| Kath Hound | 0.5 | 95 |
| Khagan, Cyborg | 10 | 93 |
| Knobby White Spider | 5 | 97 |
| Knobby White Spiderling | 1 | 97 |
| Kolkpravis Baatar | 4 | 90 |
| Kolkpravis Blackarm | 2 | 90 |
| Kolkpravis Khagan | 9 | 92 |
| Kolkpravis Khan | 6 | 91 |
| Kolkpravis Tarkhan | 3 | 89 |
| Kolkpravis Warrior | 1 | 89 |
| Krayt Dragon, Adult | 17 | 100 |
| Krayt Dragon, Greater | 23 | 101 |
| Krayt Dragon, Juvenile | 9 | 99 |

# APPENDIX A: SORTED ALPHABETICALLY


| Name | CR | Page |
|---|---|---|
| Legendary T'Doshok Hunter | 14 | 150 |
| Lylek | 7 | 102 |
| Maalraas | 2 | 103 |
| Magnaguard Sentinel | 4 | 26 |
| Manifestation of Abeloth | 26 | 9 |
| Marksman-H Remote | 0 | 143 |
| Massiff | 1 | 104 |
| Mistryl Apprentice | 3 | 105 |
| Mob | 5 | 36 |
| Mole Serpent, Adult | 10 | 107 |
| Monkey-Lizard | 0 | 98 |
| Monkey-Lizard Swarm | 0.5 | 98 |
| Moof | 2 | 174 |
| Mott | 2 | 174 |
| Mucous Salamander | 2 | 108 |
| Mynock | 0.125 | 109 |
| Mynock Swarm | 2 | 109 |
| Mystryl Master | 5 | 106 |
| Mystryl Prime | 8 | 106 |
| Narglatch | 3 | 110 |
| Navy Pilot | 0.25 | 70 |
| Navy Trooper | 0.5 | 70 |
| Nerf | 2 | 175 |
| Nexu, Adult Forest | 5 | 111 |
| Nuna | 0.25 | 175 |
| Officer, Junior | 0.5 | 69 |
| Officer, Senior | 3 | 70 |
| Opee Sea Killer | 5 | 112 |
| Orbalisk | 1 | 113 |
| Orbalisk Swarm | 3 | 113 |
| Padawan | 2 | 186 |
| Pelko Bug | 0 | 114 |
| Pelko Bugs Swarm | 3 | 114 |
| Pistoeka Sabotage Droid | 0 | 144 |
| Pit Droid | 0 | 145 |
| Porg | 0 | 115 |
| Porg Swarm | 0.25 | 115 |
| Probe Droid, Sith | 0 | 117 |
| Probe Droid, Viper | 1 | 118 |
| Protocol Droid, 0-0-0 Series | 2 | 120 |
| Protocol Droid, 3P0 Series | 0 | 119 |
| Protocol Droid, LOM Series | 2 | 120 |
| R2 Series Astromech | 0.125 | 17 |
| Rakghoul | 1 | 121 |
| Rakghoul, Hulking | 5 | 122 |
| Rancor, Adolescent | 8 | 124 |
| Rancor, Adult | 12 | 123 |
| Rancor, Ancient | 19 | 124 |
| Rancor, Juvenile | 2 | 123 |
| Rathar | 9 | 126 |
| Rathtar, Dwarf | 5 | 126 |
| Reek, Adolescent | 2 | 127 |
| Reek, Adult | 7 | 127 |
| Riot | 10 | 36 |
| Rock Wart | 0.125 | 176 |
| Ronto | 4 | 129 |
| Sage | 6 | 186 |
| Sando Aqua Monster | 25 | 131 |
| Sarlacc, Adult | 21 | 133 |
| Scout | 0.5 | 191 |
| Scrange | 7 | 134 |
| Scurrier | 0.25 | 176 |
| Security Droid, JK-13 | 9 | 135 |
| Security Officer | 0.5 | 192 |
| Seer | 3 | 186 |
| Sergeant | 3 | 192 |
| Shaak | 0.125 | 177 |
| Shyrack | 0 | 136 |
| Shyrack Swarm | 1 | 136 |
| Sibian Hound | 0.25 | 177 |
| Sketto | 0.25 | 178 |
| Soldier | 0.5 | 192 |
| Spotlight Sloth | 2 | 178 |
| Spy | 1 | 193 |
| Squad of Troopers | 5 | 57 |
| Starweird | 4 | 137 |
| Steelpecker | 0.125 | 179 |
| Steep | 2 | 138 |
| Stintaril | 0 | 179 |
| Stintaril Swarm | 0.25 | 179 |
| Super Tactical Droid | 15 | 141 |
| Swamp Slug | 14 | 139 |
| T-Series Tactical Droid | 2 | 140 |
| T3-Series Utility Droid | 0.125 | 128 |
| Tauntaun | 0.125 | 180 |
| Terentatek | 9 | 142 |
| Thug | 0.125 | 193 |
| Trandoshan Elite Warrior | 6 | 149 |
| Trandoshan Hunter | 3 | 148 |
| Trandoshan Huntmaster | 7 | 147 |
| Trandoshan Warrior | 2 | 148 |
| Trooper | 0.5 | 57 |
| Trooper Captain | 4 | 57 |
| Trooper, Demolitions | 0.5 | 58 |
| Trooper, Flame | 2 | 58 |
| Trooper, Headhunter | 2 | 58 |
| Trooper, Heavy | 3 | 59 |
| Trooper, Jetpack | 2 | 59 |
| Trooper, Mounted | 2 | 61 |
| Trooper, Purge | 3 | 85 |
| Trooper, Scout | 0.5 | 60 |
| Trooper, Shore | 1 | 60 |
| Trooper, Sniper | 0.5 | 60 |
| Tuk'ata | 2 | 151 |
| Tusk Cat | 2 | 180 |
| Tusken Brute | 2 | 154 |
| Tusken Chieftain | 4 | 153 |
| Tusken Raider | 0.5 | 154 |
| Twirrl | 0.5 | 181 |
| TX-225A Occupier Tank | 6 | 68 |
| Uprising | 15 | 36 |
| Varactyl, Adolescent | 0.25 | 155 |
| Varactyl, Adult | 0.5 | 155 |
| Veermok | 2 | 181 |
| Vesuvague Tree | 7 | 156 |
| Vornskr | 1 | 157 |
| Voxyn | 15 | 158 |
| Vulptex | 0.125 | 182 |
| Vulture-Class Droid | 3 | 45 |
| Wampa, Cliff | 5 | 159 |
| Wampa, Snow | 3 | 159 |
| Wampa, Swamp | 4 | 159 |
| War Wyrm | 20 | 160 |
| Whisper Bird | 0 | 182 |
| Womp Rat, Beggar's Canyon | 0.25 | 161 |
| Womp Rat, Jundland Wastes | 0.5 | 161 |
| Woodoo | 3 | 183 |
| Wookie Berserker | 1 | 163 |
| Wookie Engineer | 4 | 162 |
| Wookie Hunter | 6 | 163 |
| Worrt | 2 | 164 |
| Worrt, Giant | 4 | 164 |
| Wraid | 2 | 165 |
| Wyyyschokk | 4 | 166 |
| Ysalamir | 0 | 167 |
| Ysalamiri Swarm | 0.5 | 167 |
| Z-58 Security Droid | 0 | 146 |
| Zalaaca | 2 | 183 |

# APPENDIX B: SORTED BY CHALLENGE RATING

| Name | CR | Page |
|---|---|---|
| Awakened Shrub | 0 | 18 |
| DRK-1 Tracker Droid | 0 | 143 |
| Flutterplume | 0 | 54 |
| Geejaw | 0 | 170 |
| GH-7 Medical Analysis Unit | 0 | 144 |
| Gizka | 0 | 74 |
| Gonk Droid | 0 | 116 |
| ID9 Seeker Droid | 0 | 146 |
| Jakrab | 0 | 172 |
| Marksman-H Remote | 0 | 143 |
| Monkey-Lizard | 0 | 98 |
| Pelko Bug | 0 | 114 |
| Pistoeka Sabotage Droid | 0 | 144 |
| Pit Droid | 0 | 145 |
| Porg | 0 | 115 |
| Probe Droid, Sith | 0 | 117 |
| Protocol Droid, 3P0 Series | 0 | 119 |
| Shyrack | 0 | 136 |
| Stintaril | 0 | 179 |
| Whisper Bird | 0 | 182 |
| Ysalamir | 0 | 167 |
| Z-58 Security Droid | 0 | 146 |
| B'omarr Monk Initiate | 0.125 | 30 |
| B1 Battle Droid | 0.125 | 21 |
| BB Series Astromech | 0.125 | 16 |
| Bogwing, Lesser | 0.125 | 29 |
| C1 Series Astromech | 0.125 | 17 |
| Eopie | 0.125 | 169 |
| Ewok Pony | 0.125 | 169 |
| Flesh Raider | 0.125 | 52 |
| Gonk Droid, Weaponized | 0.125 | 116 |
| Greysor | 0.125 | 171 |
| Kaadu | 0.125 | 173 |
| Mynock | 0.125 | 109 |
| R2 Series Astromech | 0.125 | 17 |
| Rock Wart | 0.125 | 176 |
| Shaak | 0.125 | 177 |
| Steelpecker | 0.125 | 179 |
| T3-Series Utility Droid | 0.125 | 128 |
| Tauntaun | 0.125 | 180 |
| Thug | 0.125 | 193 |
| Vulptex | 0.125 | 182 |
| Acolyte | 0.25 | 184 |
| Aryx | 0.25 | 168 |
| Clodhopper | 0.25 | 168 |
| Gizka Swarm | 0.25 | 74 |
| Hawk-bat | 0.25 | 79 |
| Hidden Turret | 0.25 | 152 |
| Hive Rat | 0.25 | 171 |
| IT-0 Interrog. Unit | 0.25 | 82 |
| Jubba Bird | 0.25 | 173 |
| Junk Droid | 0.25 | 88 |
| K'Lor'Slug | 0.25 | 96 |
| Navy Pilot | 0.25 | 70 |
| Nuna | 0.25 | 175 |
| Porg Swarm | 0.25 | 115 |
| Scurrier | 0.25 | 176 |
| Sibian Hound | 0.25 | 177 |
| Sketto | 0.25 | 178 |
| Stintaril Swarm | 0.25 | 179 |
| Varactyl, Adolescent | 0.25 | 155 |
| Womp Rat, Beggar's Canyon | 0.25 | 161 |
| Auto-Turret | 0.5 | 152 |
| B1-X Battle Droid | 0.5 | 22 |
| Energy Spider | 0.5 | 47 |
| Fathier | 0.5 | 169 |
| Fyrnock | 0.5 | 170 |
| Gundark, Adolescent | 0.5 | 76 |
| Jawa Scrapper | 0.5 | 86 |
| Jawa Tinkerer | 0.5 | 86 |
| Kath Hound | 0.5 | 95 |
| Monkey-Lizard Swarm | 0.5 | 98 |
| Navy Trooper | 0.5 | 70 |
| Officer, Junior | 0.5 | 69 |
| Scout | 0.5 | 191 |
| Security Officer | 0.5 | 192 |
| Soldier | 0.5 | 192 |
| Trooper | 0.5 | 57 |
| Trooper, Demolitions | 0.5 | 58 |
| Trooper, Scout | 0.5 | 60 |
| Trooper, Sniper | 0.5 | 60 |
| Tusken Raider | 0.5 | 154 |
| Twirrl | 0.5 | 181 |
| Varactyl, Adult | 0.5 | 155 |
| Womp Rat, Jundland Wastes | 0.5 | 161 |
| Ysalamiri Swarm | 0.5 | 167 |
| Anooba | 1 | 12 |
| Awakened Carnivorous Plant | 1 | 19 |
| B2 Super Battle Droid | 1 | 22 |
| Bogwing, Greater | 1 | 29 |
| Combat Engineer, Junior | 1 | 189 |
| Dewback, Adolescent | 1 | 40 |
| Field Medic | 1 | 190 |
| Flesh Raider Berserker | 1 | 53 |
| Junk Behemoth | 1 | 88 |
| Knobby White Spiderling | 1 | 97 |
| Kolkpravis Warrior | 1 | 89 |
| Massiff | 1 | 104 |
| Orbalisk | 1 | 113 |
| Probe Droid, Viper | 1 | 118 |
| Rakghoul | 1 | 121 |
| Shyrack Swarm | 1 | 136 |
| Spy | 1 | 193 |
| Trooper, Shore | 1 | 60 |
| Vornskr | 1 | 157 |
| Wookie Berserker | 1 | 163 |
| 74-Z Speeder Bike | 2 | 62 |
| Apprentice | 2 | 184 |
| Awakened Tree | 2 | 18 |
| Awakened Vines | 2 | 19 |
| Berserker | 2 | 188 |
| Blurrg | 2 | 28 |
| Boar-Wolf | 2 | 168 |
| Brain Worm | 2 | 32 |
| BX Commando Droid | 2 | 23 |
| Dewback, Adult | 2 | 40 |
| Dianoga, Adolescent | 2 | 42 |
| DSD1 Dwarf Spider Droid | 2 | 25 |
| Flesh Raider Apprentice | 2 | 53 |
| Gamorrean Guard | 2 | 72 |
| Gundark, Adult | 2 | 77 |
| Hawk-bat Swarm | 2 | 79 |
| Horned Kath Hound | 2 | 95 |
| Hrumph | 2 | 172 |
| Jawa Shaman | 2 | 87 |
| Katarn | 2 | 94 |
| Kolkpravis Blackarm | 2 | 90 |
| Maalraas | 2 | 103 |
| Moof | 2 | 174 |
| Mott | 2 | 174 |
| Mucous Salamander | 2 | 108 |
| Mynock Swarm | 2 | 109 |
| Nerf | 2 | 175 |
| Padawan | 2 | 186 |
| Protocol Droid, 0-0-0 Series | 2 | 120 |
| Protocol Droid, LOM Series | 2 | 120 |
| Rancor, Juvenile | 2 | 123 |
| Reek, Adolescent | 2 | 127 |

# APPENDIX B: SORTED BY CHALLENGE RATING

| Name | CR | Page |
|---|---|---|
| Spotlight Sloth | 2 | 178 |
| Steep | 2 | 138 |
| T-Series Tactical Droid | 2 | 140 |
| Trandoshan Warrior | 2 | 148 |
| Trooper, Flame | 2 | 58 |
| Trooper, Headhunter | 2 | 58 |
| Trooper, Jetpack | 2 | 59 |
| Trooper, Mounted | 2 | 61 |
| Tuk'ata | 2 | 151 |
| Tusk Cat | 2 | 180 |
| Tusken Brute | 2 | 154 |
| Veermok | 2 | 181 |
| Worrt | 2 | 164 |
| Wraid | 2 | 165 |
| Zalaaca | 2 | 183 |
| Aiwha | 3 | 11 |
| B'omarr Brain Walker | 3 | 30 |
| Cantina Brawl | 3 | 33 |
| Condor Dragon | 3 | 34 |
| Explosives Expert | 3 | 189 |
| Fambaa | 3 | 50 |
| Fexian Skullborer | 3 | 51 |
| IG-86 Assassin Droid | 3 | 15 |
| ISB Infiltrator | 3 | 82 |
| ISB Officer | 3 | 82 |
| Kolkpravis Tarkhan | 3 | 89 |
| Mistryl Apprentice | 3 | 105 |
| Narglatch | 3 | 110 |
| Officer, Senior | 3 | 70 |
| Orbalisk Swarm | 3 | 113 |
| Pelko Bugs Swarm | 3 | 114 |
| Seer | 3 | 186 |
| Sergeant | 3 | 192 |
| Trandoshan Hunter | 3 | 148 |
| Trooper, Heavy | 3 | 59 |
| Trooper, Purge | 3 | 85 |
| Vulture-Class Droid | 3 | 45 |
| Wampa, Snow | 3 | 159 |
| Woodoo | 3 | 183 |
| Aqualish Enforcer | 4 | 187 |
| AT-RT | 4 | 64 |
| B2-HA Super Battle Droid | 4 | 23 |
| Bantha, Adolescent | 4 | 20 |
| Combat Engineer | 4 | 189 |
| Gundark Matriarch | 4 | 77 |
| Gutkurr | 4 | 78 |
| Inquisitor Knight | 4 | 84 |
| Kolkpravis Baatar | 4 | 90 |
| Magnaguard Sentinel | 4 | 26 |
| Ronto | 4 | 129 |
| Starweird | 4 | 137 |
| Trooper Captain | 4 | 57 |
| Tusken Chieftain | 4 | 153 |
| Wampa, Swamp | 4 | 159 |
| Wookie Engineer | 4 | 162 |
| Worrt, Giant | 4 | 164 |
| Wyyyschokk | 4 | 166 |
| Acklay, Adolescent | 5 | 10 |
| BX-5C Commando Droid | 5 | 24 |
| Dark Side Spirit | 5 | 37 |
| Dianoga, Adult | 5 | 42 |
| Fambaa Howdah | 5 | 50 |
| Gladiator | 5 | 190 |
| Knobby White Spider | 5 | 97 |
| Mob | 5 | 36 |
| Mystryl Master | 5 | 106 |
| Nexu, Adult Forest | 5 | 111 |
| Opee Sea Killer | 5 | 112 |
| Rakghoul, Hulking | 5 | 122 |
| Rathtar, Dwarf | 5 | 126 |
| Squad of Troopers | 5 | 57 |
| Wampa, Cliff | 5 | 159 |
| Bantha, Adult | 6 | 20 |
| Captain | 6 | 188 |
| Dark Aspirant | 6 | 184 |
| Death Trooper | 6 | 39 |
| Ghest | 6 | 73 |
| Gorax | 6 | 75 |
| Hyena-Class Bomber | 6 | 44 |
| Kolkpravis Khan | 6 | 91 |
| Sage | 6 | 186 |
| Trandoshan Elite Warrior | 6 | 149 |
| TX-225A Occupier Tank | 6 | 68 |
| Wookie Hunter | 6 | 163 |
| Destroyer Droid | 7 | 24 |
| Hssiss | 7 | 80 |
| Lylek | 7 | 102 |
| Reek, Adult | 7 | 127 |
| Scrange | 7 | 134 |
| Trandoshan Huntmaster | 7 | 147 |
| Vesuvague Tree | 7 | 156 |
| Acklay, Adult | 8 | 10 |
| Assassin | 8 | 188 |
| Dragonsnake | 8 | 43 |
| HK-47 Assassin Droid | 8 | 14 |
| Inquisitor Master | 8 | 84 |
| Mystryl Prime | 8 | 106 |
| Rancor, Adolescent | 8 | 124 |
| Battle Hydra | 9 | 27 |
| BT-1 Assassin Droid | 9 | 13 |
| Gundark Alpha | 9 | 77 |
| Kolkpravis Khagan | 9 | 92 |
| Krayt Dragon, Juvenile | 9 | 99 |
| Rathar | 9 | 126 |
| Security Droid, JK-13 | 9 | 135 |
| Terentatek | 9 | 142 |
| IG-88 Assassin Droid | 10 | 15 |
| Khagan, Cyborg | 10 | 93 |
| Mole Serpent, Adult | 10 | 107 |
| Riot | 10 | 36 |
| AT-ST | 11 | 65 |
| Exogorth, Adolescent | 11 | 49 |
| Dark Lord | 12 | 185 |
| Rancor, Adult | 12 | 123 |
| AAT | 13 | 67 |
| Bor Gullet | 13 | 31 |
| IG-227 Hailfire Droid | 14 | 46 |
| Inquisitor, Grand | 14 | 83 |
| Legendary T'Doshok Hunter | 14 | 150 |
| Swamp Slug | 14 | 139 |
| Exogorth, Adult | 15 | 49 |
| Super Tactical Droid | 15 | 141 |
| Uprising | 15 | 36 |
| Voxyn | 15 | 158 |
| Juggernaut | 17 | 185 |
| Krayt Dragon, Adult | 17 | 100 |
| AT-TE | 18 | 66 |
| AT-AT | 19 | 63 |
| Rancor, Ancient | 19 | 124 |
| Grand Admiral | 20 | 71 |
| War Wyrm | 20 | 160 |
| Avatar of Abeloth | 21 | 8 |
| Sarlacc, Adult | 21 | 133 |
| Force Storm Eye | 23 | 55 |
| Krayt Dragon, Greater | 23 | 101 |
| Dark Lord Spirit | 24 | 38 |
| Sando Aqua Monster | 25 | 131 |
| Manifestation of Abeloth | 26 | 9 |